THE OFFICIAL GUIDE FROM NINTENDO POWER

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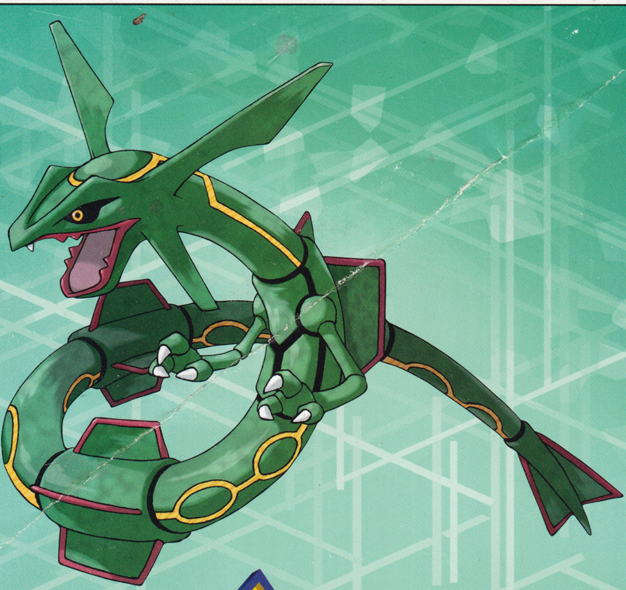
GAME BOY ADVANCE

POKéMON® EMERALD VERSION

THE OFFICIAL Nintendo® PLAYER'S GUIDE



Pokémon® Emerald Version

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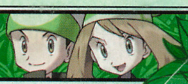
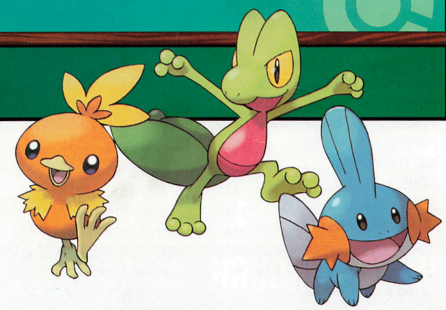


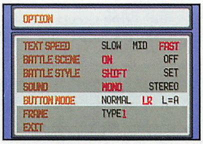
BASIC CONTROLS

Hoenn is enormous. You'll be running, biking, flying, battling and chatting your way across its vast landscape. Familiarize yourself with Pokémon Emerald's controls before you begin.



L & R BUTTONS

The L and R Buttons let you navigate right and left through game menus. You may prefer to use L and R instead of the default Control Pad navigation.



The L and R Buttons aren't active when you first turn on the game. You can activate them in the option menu's Button mode.

B BUTTON

After you've received the Running Shoes, you can run by holding down the B Button while pressing the Control Pad in the desired direction. The B Button will also back you out of menus and cancel menu commands.

A BUTTON

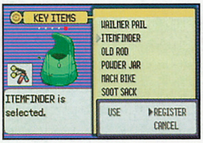
The A Button serves three major purposes. Press A to initiate conversations while facing someone, to search an area or item in the environment, or to select menu items and cycle through text prompts.

CONTROL PAD

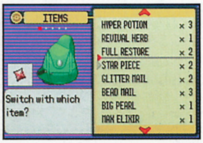
Move your character with the Control Pad. You can also use it to navigate up, down, left and right in the game's menus.

SELECT BUTTON

You can assign key items to the Select Button, then press the button to activate the assigned item quickly. You can also switch the order of inventory items and rearrange a Pokémon's attack options during battle.



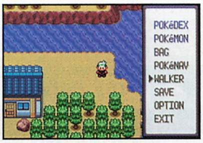
To assign a key item to the Select Button, highlight the item, press A then choose the Register option.



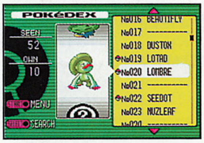
To swap item positions, highlight an item, press Select, choose the second item then hit A to swap them.

START BUTTON

Press Start to open the main menu. When you begin your adventure, the menu will offer only a few options. After you get the Pokédex and PokéNav, you'll be able to access many more menu functions. When you're in the menus, game action will be paused.



Press Start to stop the game and open the menus. Then use the A and B Buttons to move through the submenus.



Press Start while in the Pokédex to call up options that will help you jump to the top and bottom of the list of Pokémon that you've seen.

THE WORLD OF POKéMON

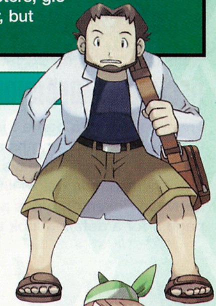
Pokémon Emerald takes place in the land of Hoenn, a vast island territory populated with colorful characters, glorious natural environments and a wide variety of Pokémon. You'll start your journey as a fledgling Trainer, but before the story ends you'll be transformed into a true champion.

BOY VS. GIRL

You can choose to play your game as a boy or a girl. No matter which character you choose, the storyline will be the same, but your rival will be different. In fact, he or she will be the character that you chose not to play. The house your family moves into will also differ depending on the character you choose. If you play as a boy, your family will move into the western house in Littleroot Town. If you play as a girl, your family will move into the eastern house. In addition, the cool new bag that you sport will be different for the boy and the girl.

If you play as a boy, you'll battle May throughout the game.

If you play as a girl, you'll face Brendan in your rival battles.

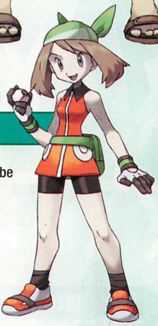


PROFESSOR BIRCH

After you save him from a raucous Zigzagoon, Littleroot's resident professor will help you get your start as a Pokémon Trainer.

BRENDAN

If you choose to play as a girl, your rival will be Brendan, a spirited boy who is interested in seeing you push yourself hard as a Pokémon Trainer.

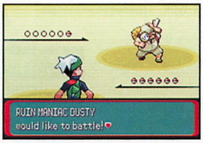


MAY

If you choose to play as a boy, your friendly rival will be May, a spirited lass who'll meet you often on your adventures.

POKéMON TRAINERS

On your travels, you'll bump into hundreds of Trainers who want to improve their skills and those of their Pokémon. Battle them to gain experience for you and your squad.



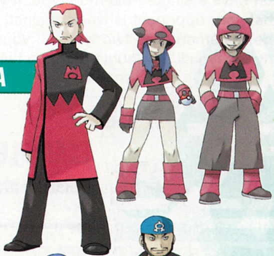
ON THE GYM PILGRIMAGE

Though you hope to one day take on the Pokémon League Champion, you'll first need to topple the eight Gym Leaders that dominate Hoenn. Every time you defeat one of the Gym Leaders, you'll win a badge—and more of Hoenn will open to you. Once you have the eight Gym Badges, you can take on the Elite Four and fight the Pokémon League Champion.

GYM LEADERS AND POKéMON LEAGUE CHAMPION

WHEN TEAMS COLLIDE

Two opposing factions in Hoenn threaten to destroy the delicate balance of land and water. The teams are each led by a capable Trainer, who will stop at nothing to accomplish his misguided goals.



TEAM MAGMA

Team Magma and its leader, Maxie, drive an insidious plot to increase the planet's landmass—and thus create more land habitats for people and Pokémon alike.

TEAM AQUA

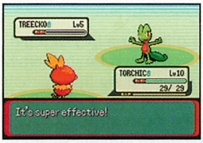
Team Aqua's members and its leader, Archie, are plotting to raise sea levels—thus creating more water habitats for Pokémon across the planet.

POKéMON TYPES

When you select your first Pokémon, you'll be inclined to pick the one that would make the coolest sidekick. You should also consider how the Pokémon's type will benefit you in battle, however. With 17 basic Pokémon types plus combinations involving multiple types, there's a lot to consider.

DECISIONS, DECISIONS

There's more to a battle than meets the eye. Each Pokémon type possesses strengths against and weaknesses to particular attack types, so it pays to know your Pokémon inside and out. The example below illustrates the relationship between Pokémon types and attack types. Refer to page 5 for a detailed look at the entire system.



Using the proper attack type against an opponent will make your battles short and victorious.

Poorly chosen moves that are weak against your foe's type will do very little damage.

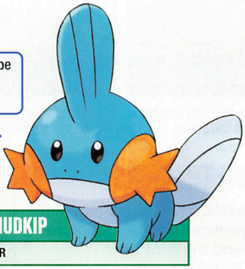
#4 TORCHIC
TYPE: FIRE

Torchic burns Grass-type Treecko with its Fire-type Ember attack.

Mudkip douses Fire-type Torchic with its Water-type Water Gun attack.

#1 TREECKO
TYPE: GRASS

Treecko mops up Water-type Mudkip with its Grass-type Absorb attack.



#7 MUDKIP
TYPE: WATER

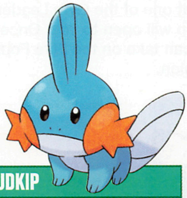
MAXIMIZING MULTIPLIERS

Most Pokémon have a single Pokémon type. If you strike with an attack type that your opponent is weak against, you'll do double damage. Some Pokémon have two types. If your attack is strong against both types, you'll do double damage twice! If your Pokémon's type matches its attack type, you'll get an extra 1.5 damage multiplier. Master the type system on page 5.

EXAMPLE:
Electrike attacks with Spark

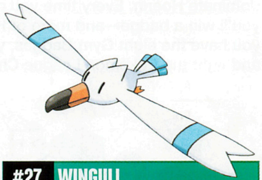
#78 ELECTRIKE
TYPE: ELECTRIC

Though Electric-type Pokémon Electrike could use its Normal-type attack Tackle, it should use its Electric-type move Spark to get the 1.5 damage multiplier. Additionally, damage from Spark doubles when used against Water-type Mudkip—but it doubles twice against Wingull, a Water-and-Flying-type.



#7 MUDKIP
TYPE: WATER

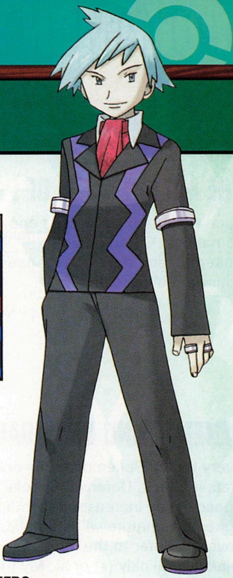
Multiplier chart	
ELECTRIC-TYPE ATTACK vs. WATER-TYPE POKéMON	x2
ATTACK TYPE MATCHES ATTACKING POKéMON'S TYPE	x1.5
TOTAL DAMAGE	x3



#27 WINGULL
TYPE: WATER-FLYING

Multiplier chart	
ELECTRIC-TYPE ATTACK vs. WATER-TYPE POKéMON	x2
ELECTRIC-TYPE ATTACK vs. FLYING-TYPE POKéMON	x2
ATTACK TYPE MATCHES ATTACKING POKéMON'S TYPE	x1.5
TOTAL DAMAGE	x6

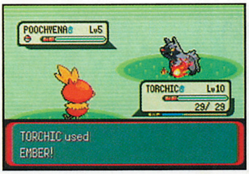
POKéMON BATTLES



Clobber the competition without breaking a sweat! Battling Pokémon isn't about sheer force. Master Trainers know their team like the back of their hand, and so should you. Get to know your Pokémon, and learn to fight with finesse.

HIT POINTS AND POWER POINTS

Pokémon will faint when their hit points (HP) fall to zero. Each move in a Pokémon's repertoire has a finite number of power points (PP) associated with it. Each time you use the move, a point is subtracted. When you exhaust all the PP for a favorite attack, you'll have to switch tactics until your Pokémon rests or replenishes its PP with an item.



Powerful moves generally have less PP than weak moves to balance combat. Keep an eye on your Pokémon's levels to avoid a dead-end fight.

THE POKéMON COMBAT CHART

When a move's attack type is especially effective against the foe Pokémon's type, you'll score damage multipliers. Study the chart and the full list of attack multipliers below to rule the battle scene. For examples of the attack multipliers at work, check out the Maximizing Multipliers section on page 4.

PHYSICAL ATTACK (black) / SPECIAL ATTACK (green)

Opponent's Pokémon Type (columns) / Your Attack Type (rows)

	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL													−	=			−
FIRE		−	−		+	+						+	−		−		+
WATER		+	−		−				+				+		−		
ELECTRIC			+	−	−				=	+					−		
GRASS		−	+		−			−	+	−		−	+		−		−
ICE		−	−		+	−			+	+					+		−
FIGHTING	+					+		−		−	−	−	+	=		+	+
POISON					+			−	−				−	−			=
GROUND		+		+	−			+		=		−	+				+
FLYING				−	+		+					+	−				−
PSYCHIC							+	+			−					=	−
BUG		−			+		−	−		−	+			−		+	−
ROCK		+				+	−		−	+		+					−
GHOST	=										+			+		−	−
DRAGON															+		−
DARK							−				+			+		−	−
STEEL		−	−	−		+							+				−

DAMAGE MULTIPLIERS

Consider which multipliers are pertinent for each battle move. Multipliers can combine to produce massive damage—or diminished damage. A few examples:

- A Grass-type attack will do double damage when used on a Rock-type Pokémon.
- A Grass-type attack will do quadruple damage when used on a Rock-and-Ground-type Pokémon.
- A Dark-type attack will do half the usual damage when used on a Fighting-type Pokémon.
- A Ghost-type attack will have no effect on Normal-types.

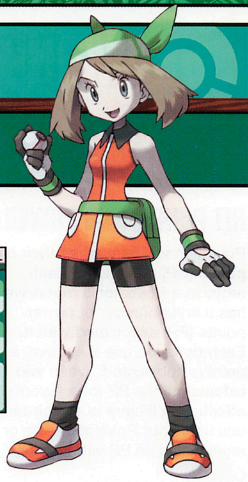
Damage multipliers	
x2	Damage for + attacks
x2	Critical Hit damage for lucky strikes
x1.5	Damage if attack type matches the attacking Pokémon's type
x0.5	Damage for − attacks
x0	Damage for = attacks

PHYSICAL ATTACKS

The higher the attacking Pokémon's Attack skill is, the more damage its move will do. But the higher the defending Pokémon's Defense skill is, the less damage it will suffer.

SPECIAL ATTACKS

The higher the attacking Pokémon's Special Attack skill is, the more damage its move will do. But the higher the defending Pokémon's Special Defense skill is, the less damage it will suffer.

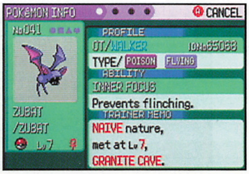


POKéMON NATURES

No two Pokémon are exactly alike. A Pokémon's nature greatly affects its personality, its fighting style and how it levels up as it gains experience. You can check a party member's nature in the Pokémon Info screen.

THE MANY MOODS OF POKéMON

Each Pokémon possesses one of 25 natures. Catch different Pokémon and develop a sense of your nature preference.



BENEFITS AND DRAWBACKS OF NATURES

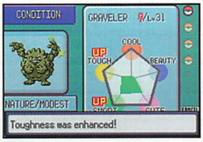
Every time a Pokémon gains enough experience to level up, its stats—Attack, Defense, Special Attack, Special Defense and Speed—may increase, depending on various factors. The Pokémon's nature will dramatically affect the rate at which its skills develop. Refer to the table below to see which stats will increase relatively quickly (+) or slowly (-).

When your Pokémon advances to its next level, you'll see the increments by which each skill increases.

Nature	Effect	Nature	Effect
ADAMANT	ATTACK + / SPECIAL ATTACK -	LONELY	ATTACK + / DEFENSE -
BASHFUL	NO EFFECT	MILD	SPECIAL ATTACK + / DEFENSE -
BOLD	DEFENSE + / ATTACK -	MODEST	SPECIAL ATTACK + / ATTACK -
BRAVE	ATTACK + / SPEED -	NAIVE	SPEED + / SPECIAL DEFENSE -
CALM	SPECIAL DEFENSE + / ATTACK -	NAUGHTY	ATTACK + / SPECIAL DEFENSE -
CAREFUL	SPECIAL DEFENSE + / SPECIAL ATTACK -	QUIET	SPECIAL ATTACK + / SPEED -
DOCILE	NO EFFECT	QUIRKY	NO EFFECT
GENTLE	SPECIAL DEFENSE + / DEFENSE -	RASH	SPECIAL ATTACK + / SPECIAL DEFENSE -
HARDY	NO EFFECT	RELAXED	DEFENSE + / SPEED -
HASTY	SPEED + / DEFENSE -	SASSY	SPECIAL DEFENSE + / SPEED -
IMPISH	DEFENSE + / SPECIAL ATTACK -	SERIOUS	NO EFFECT
JOLLY	SPEED + / SPECIAL ATTACK -	TIMID	SPEED + / ATTACK -
LAX	DEFENSE + / SPECIAL DEFENSE -		

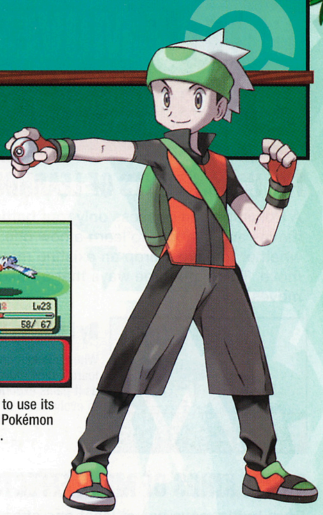
THE BREAKFAST OF CHAMPIONS

PokéBlocks are treats that have one (or more) of five flavors—Sweet, Spicy, Sour, Dry and Bitter. When eaten, a PokéBlock raises one or more of a Pokémon's five conditions—Cute, Cool, Tough, Beauty and Smart. Your Pokémon's nature determines which flavor it likes, and a Pokémon benefits more from eating flavors it likes. See the nature list on page 233 for more details.



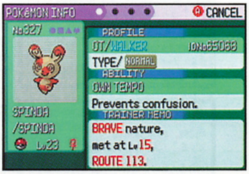
POKéMON ABILITIES

Pokémon are great at taking direction, but they are not mindless automatons. Each Pokémon type has an ability that will affect its behavior during battle. Some get increasingly aggressive as their HP dwindles, while others employ self-preservation tactics.

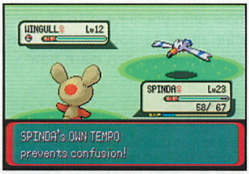


NATURAL TALENTS

Though Pokémon wait for you to tell them which battle move to use, they use their special abilities on their own. You'll start to think of your Pokémon in a new way—a little more off the leash in battle. However, Pokémon use some abilities reliably in particular situations, so learn from their behavior.



To learn more about a Pokémon's ability, check out the Pokémon's info in the Pokémon Summary menu.



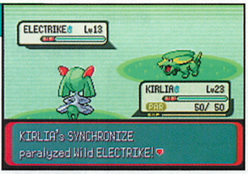
You can't order your Pokémon to use its ability, but you can send out a Pokémon whose ability will prove useful.

AMAZING ABILITIES WORTH SEARCHING FOR

Each Pokémon has one ability. Some Pokémon will always have the same ability, but others may have one of two possible abilities. This gives you a huge incentive to catch lots of the same Pokémon. Zigzagoon, for example, will always have the Pickup ability. Lotad, on the other hand, may have either Swift Swim or Rain Dish—but it won't have both. See page 232 for a full list of abilities and their effects.

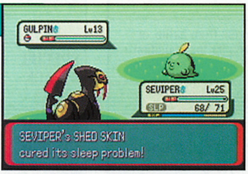
SYNCHRONIZE

If a Pokémon with the Synchronize ability is stricken with a critical condition such as Sleep or Poison, its attacker will be zapped with the same condition.



SHED SKIN

A Pokémon will shrug off a condition like Paralyze, Sleep or Poison if it has the Shed Skin ability.



PICKUP

After a battle with a wild Pokémon, a Pokémon in your party with the Pickup ability will sometimes find an item. Which item you find is determined by the level of your Pokémon (see the table to the right). Also, the Pokémon with Pickup must be in the lead position in your party during the battle for it to find anything.

Pickup Item	Your Pokémon's Level: Low				-->				High 100
POTION	A									
ANTIDOTE	O	A								
SUPER POTION	O	O	A							
GREAT BALL	O	O	O	A						
REPEL	O	O	O	O	A					
ESCAPE ROPE	O	O	O	O	O	A				
X ATTACK	O	O	O	O	O	O	A			
FULL HEAL	S	O	O	O	O	O	O	A		
ULTRA BALL	S	S	O	O	O	O	O	O	A	
HYPER POTION		S	S	O	O	O	O	O	O	A
RARE CANY			S	S	O	O	O	O	O	O
PROTEIN				S	S	O	O	O	O	O
REVIVE					S	S	O	O	O	O
HP UP						S	S	O	O	O
FULL RESTORE							S	S	O	O
MAX REVIVE								S	S	O
PP UP									S	S
MAX ELIXIR										S
HYPER POTION	R									
NUGGET	R	R								
KING'S ROCK		R	R							
FULL RESTORE			R	R						
ETHER				R	R					
WHITE HERB					R	R				
TM 44 (REST)						R	R			
ELIXIR							R	R		
TM 01 (FOCUS PUNCH)								R	R	
LEFTOVERS									R	R
TM 26 (EARTHQUAKE)										R

A = ALMOST ALWAYS / O = OFTEN / S = SELDOM / R = RARELY

BATTLE MOVES

Each Pokémon packs a quartet of varied battle moves. Which ones it can learn depends on multiple factors including its type, how it evolves and its position in your team's lineup. Consider broadening a Pokémon's effectiveness by teaching it a variety of attack and defensive maneuvers so it can adapt to changing conditions.

THE INS AND OUTS OF LEARNING MOVES

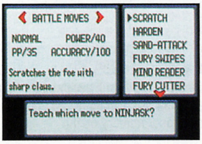
A Pokémon can possess only four battle moves. If it knows four moves and is about to learn a new one, you'll have to choose whether to have it drop an existing move or not learn the new move. There are three ways that a Pokémon can learn new moves.

By Leveling Up

When a Pokémon reaches a certain level, it will learn a new move—one of many that it will learn as it gains experience. Pokémon that choose not to evolve tend to learn moves faster.

From a TM or HM

A Technical Machine (TM) is an item that will allow you to teach a Pokémon a specific new move. Only certain Pokémon—usually Pokémon that benefit most—can use each TM. A Hidden Machine (HM) can be taught to multiple Pokémon. Learned HMs are useful in exploration.

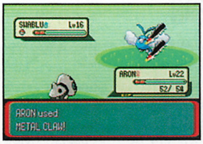


From the People

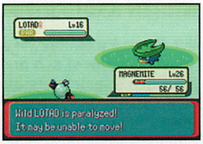
The Move Tutor, who lives in Fallarbor Town, will teach one of your Pokémon a move in exchange for an item. He'll teach only moves that your Pokémon has forgotten or has chosen not to learn. Citizens of the Battle Frontier can also teach moves.

THREE KINDS OF MOVE EFFECTS

Each battle move has at least one effect, commonly causing damage to the opposing Pokémon and reducing its HP. Other effects cause critical conditions such as Poison or Sleep, while others subtract points from the foe's stats. Some moves add points to your own Pokémon's stats, healing them during battle.



Using moves that reduce HP is the most direct way to defeat a foe, though you shouldn't rely on them exclusively.



Moves that cause critical conditions are very useful because some can prevent a foe from attacking you.

Some Pokémon are hard to hit—or they hit you far too easily. Mess with their stats to increase your chances.

Critical Conditions and Their Cures

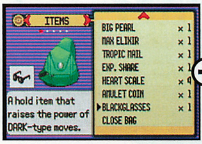
Name	Effect	Item-Related Cures	Other Cures
ATTRACT	Can't move 50% of the time	Mental Herb, Red Flute	Remove Pokémon from battle
BURN	Loses Attack strength and HP each turn	Burn Heal, Full Heal, Full Restore, Heal Powder, Lava Cookie, Lum Berry, Rawst Berry	Refresh, Rest moves
CONFUSE	Sometimes attacks itself	Full Heal, Full Restore, Heal Powder, Persim Berry, Yellow Flute	Remove Pokémon from battle, or wait a few turns for the condition to fade
FAINT	Can no longer battle	Max Revive, Revival Herb, Revive	No move-related cure–restore Pokémon at Pokémon Center
FLINCH	Can't move during its turn (one time)	None	No cure–wait for next move
FREEZE	Can't use moves	Aspear Berry, Full Restore, Full Heal, Heal Powder, Ice Heal, Lava Cookie, Lum Berry	Any Fire-type attack except Will-o-Wisp and Sunny Day, or wait a few turns for the condition to fade
PARALYZE	Can't move 25% of the time	Cheri Berry, Full Heal, Full Restore, Heal Powder, Lava Cookie, Lum Berry, Paralyze Heal	Refresh, Rest, Smellingsalt moves
POISON	Loses Attack strength and HP each turn	Antidote, Full Heal, Full Restore, Heal Powder, Lava Cookie, Lum Berry, Pecha Berry	Refresh, rest moves
SLEEP	Can't use moves	Awakening, Blue Flute, Chesto Berry, Full Heal, Full Restore, Heal Powder, Lava Cookie, Lum Berry	Wait a few turns for the condition to fade

Skills and Modification Effects

Name	Effect
ATTACK	A Pokémon's physical attacks do more damage as its Attack skill grows.
DEFENSE	A Pokémon takes less damage from physical attacks as its Defense skill grows.
SPECIAL ATTACK	A Pokémon's special attacks do more damage as its Special Attack skill grows.
SPECIAL DEFENSE	A Pokémon takes less damage from special attacks as its Special Defense skill grows.
SPEED	The higher a Pokémon's Speed, the more likely the Pokémon is to move first in battle.
ACCURACY	The higher a Pokémon's Accuracy, the more likely the Pokémon's move will connect with the foe.
EVASIVENESS	The higher a Pokémon's Evasiveness, the more likely it is that it can evade a foe's battle move.

LET YOUR POKéMON HOLD ITEMS

Giving your Pokémon certain items to hold will benefit them in battle. If a Pokémon holds an item like an Oran Berry (which heals 10 HP), it may choose to use it during battle. The advantage is that you won't need to waste a turn in battle to use the item on your Pokémon. The disadvantage is that your Pokémon may not use the item when you would. Some items raise a Pokémon's power as long as the Pokémon hangs onto it. For example, Charcoal raises the power of Fire-type battle moves. Make the most of such rare items!

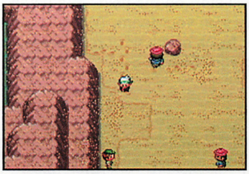


Select the item that you want your Pokémon to hold.

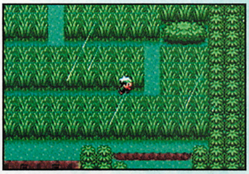
Then give it to the Pokémon that will make the best use of it.

THE PERFECT TEAM

Though you may want to keep certain Pokémon (such as those that you're trying to develop a friendship with) on your team at all times, you'll want to change your lineup to face new challenges. Every Pokémon has weaknesses—maintain a balanced team by using the Pokémon combat chart on page 5. When you're taking on Trainers who use many of the same type of Pokémon, load your team with opposing types. When you're facing certain weather conditions, change your team again!



During sandstorms, most Pokémon will take damage in battle. Rock-, Steel- and Ground-types will not.

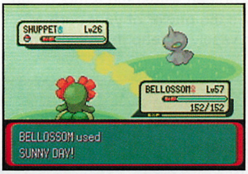


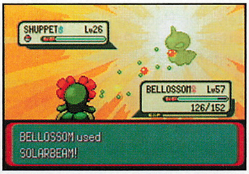
When it rains, the power of Water-type attacks will increase. Adjust your team to take advantage.

BATTLE COMBOS

Battle moves, abilities, held items and berries can all combine to create combos. Some are simple one-two combos; others require several turns to unfurl. You can unleash combos with one Pokémon or several. The following examples will help you wrap your mind around the possibilities.

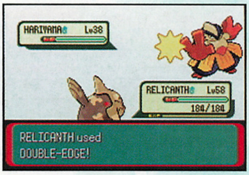
Weather Prep and Aftereffects





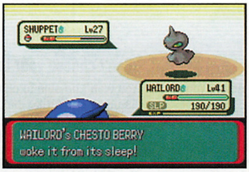
If you change the battle weather, you can build powerful combos. The Sunny Day move brings sunlight to the field, which amps up Fire-type attack damage. The sunny conditions also tie in to other combos. Solarbeam normally requires a turn to charge up, but sunlight will power it up instantly.

Ability Combos



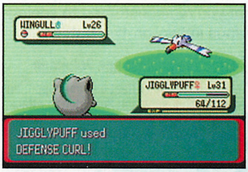
Many combos are tied to abilities. Rock Head, for instance, prevents the self-hurtin' backlash from the intense Double-Edge attack.

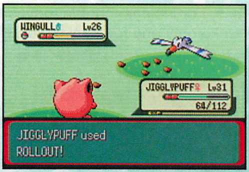
Held-Item Combos



Berries fuel combos, too. When your Pokémon uses Rest, which restores its hit points, it falls asleep. But a Chesto Berry will wake it immediately.

Combo Damage Multipliers





You can dish out massive damage if you use Rollout after Defense Curl. Experiment with multiple move combinations.

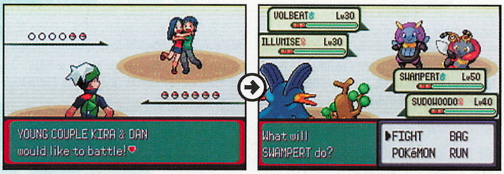
DOUBLE BATTLE

Pokémon that battle together win together. Double Battles don't occur nearly as often as regular fights, but they pack twice the action. You'll be thinking for two Pokémon each turn, so consider ways to combine and maximize your attacks.

THE TWO-ON-TWO BATTLE SYSTEM

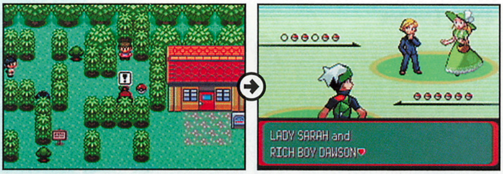
You'll fight many battles against two Trainers at the same time. The Trainers will attack with up to three Pokémon each. The first two Pokémon in your team will start on the field—but you'll be able to swap them out for others on your team. Two-on-two battles are usually against Trainer twins or a pair of reporters that you'll encounter often during your travels.

Double Battle



When you confront a pair of Trainers, you're in for a Double Battle. Move your best two Pokémon to the front of your lineup before the fight.

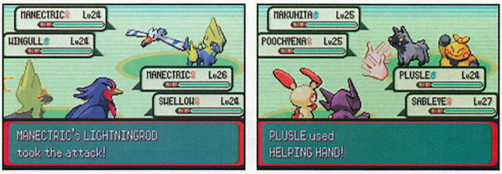
Tag Team



Sometimes you'll get ambushed by two separate Trainers at the same time. You can sidestep the attack beforehand, but some are unavoidable.

RETHINKING BATTLE ORDER

With the two-on-two battle system, you'll need to build your team in new ways. The purpose of some moves and abilities becomes clear in such battles. For instance, the Lightningrod ability draws an Electric-type attack away from one of your Pokémon and toward the other, who can withstand it much better. The Helping Hand move raises the power of your partner's attack by 1.5. Pair your Pokémon wisely to reap the maximum benefit.



TWO-ON-TWO BATTLE RANGE

Many range and timing concerns are unique to two-on-two battles. For instance, battle moves that you're accustomed to seeing strike only one foe may strike two foes in two-on-two battles.

·Effective against one Pokémon

Many moves still affect only one opponent Pokémon. You'll need to choose which Pokémon to attack.

·Effective against both Pokémon

Some attacks, such as Powder Snow, will strike both opponent Pokémon at once. You won't need to choose a target.

·Can't choose your target

You won't be able to choose your target with some battle moves, such as those that strike the opponent for two or three turns straight.

·Affect your teammate

Some moves, like Earthquake, will damage your teammate. Consider the repercussions before using such attacks.

SAMPLE TEAM

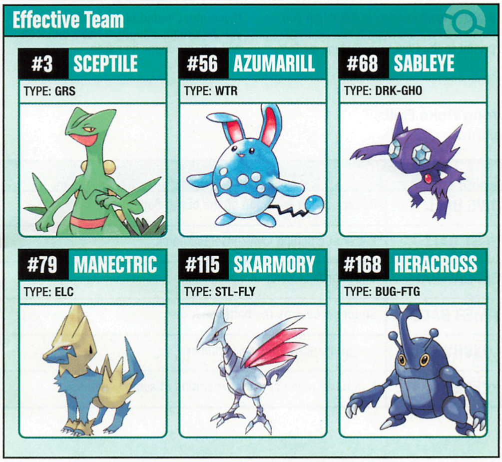
There's no ultimate way to win all Pokémon battles. But there is an ultimate tip for building a great Pokémon team: before you consider attack types, construct combos, work with abilities and pile in the held items and berries, make sure you're building on a strong defensive foundation. You can't pull off any brilliant moves if your team is decimated quickly.

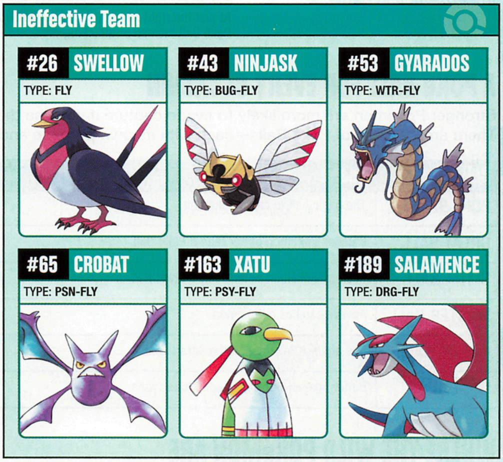
EFFECTIVE TEAM

A strong foundation is based on defending your team from every type-trumping attack possibility. The team on the left below, because its Pokémon cover a wide range of types, protects itself from many kinds of supereffective direct damage. If one Pokémon is weak to an attack, its Trainer can swap it out for a resistant Pokémon. Defensive team-building and battle-swapping are key.

INEFFECTIVE TEAM

Imagine the fierce, match-ending battle attacks that the team on the right below must have! Defensively, however, the squad is extremely weak. All its members are Flying-types, which means that Rock-, Ice- and Electric-type attacks will finish them all off very quickly.





ATTACK-TYPE DIVERSITY

Though you might be tempted to give the Fire-type Blaziken a wide range of Fire-type attacks (to take advantage of the same-type damage multiplier), you should diversify its moves instead. A Pokémon should have backup plans: if Sceptile learns the Ground-type Earthquake move, for example, it can deliver super-effective preemptive strikes to Fire-types, which will probably try to use supereffective Fire-type attacks on Sceptile. There are many more ways to diversify a Pokémon's moves—just don't put all your eggs in one basket.

Water-type Wailord can learn the Ice-type Ice Beam attack. It's a good preemptive move when Grass-types and Ice-types threaten with supereffective strikes.

CATCHING POKéMON

In the forest, under the earth, across the seas—wild Pokémon are on the loose! Though your Pokémon will consider you a friend eventually, they'll resist capture when you first bump into them. Equip yourself with a few tips before you head into the wild.

USING POKé BALLS TO CATCH WILD POKéMON

Try to catch a wild Pokémon by throwing a Poké Ball at it. To succeed you must know how to battle the Pokémon into a vulnerable state before you attempt to catch it. After you catch a Pokémon, it will live inside the ball whenever you're not using the Pokémon in battle.

At just the right moment in battle, throw a Poké Ball instead of attacking.

If your traveling party is full when you catch a new Pokémon, it will be transported to the Pokémon storage system.

If you meet a kind of wild Pokémon that you've already caught, a Poké Ball icon will appear under its name.

A POKé BALL FOR EVERY OCCASION

Stronger Pokémon are more likely to evade capture if you use the wrong Poké Ball. There are 12 kinds of Poké Balls—each with its own purpose and design.

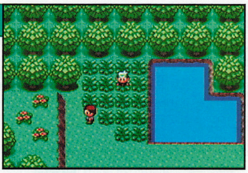
Ball Type	Usage	Ball Type	Usage
POKé BALL	The basic ball to catch Pokémon	DIVE BALL	Better against Pokémon on the ocean floor
GREAT BALL	Catches Pokémon better than a Poké Ball	NEST BALL	Better at catching lower-level Pokémon
ULTRA BALL	Catches Pokémon better than a Great Ball	REPEAT BALL	Better against kinds already caught
MASTER BALL	Always catches a Pokémon	TIMER BALL	Better success as the battle endures
SAFARI BALL	Use against Pokémon in the Safari Zone	LUXURY BALL	Caught Pokémon will be friendlier
NET BALL	Better against Bug-types and Water-types	PREMIER BALL	A rare ball made in commemoration of some event

WHERE THE WILD POKéMON ARE

Wild Pokémon reside only in certain environments, such as in grass, deserts and caves. Specific kinds of wild Pokémon populate only specific areas of the world, and some rarely appear. Be persistent—one day you might have a collection that's the envy of Trainers everywhere.

IN GRASS

You won't encounter wild Pokémon while walking on paths or manicured grass. Get up to your neck in high foliage—that's where all the wild action is.

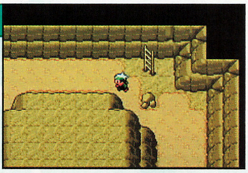


ALONG THE SHORE

After you have a fishing rod, cast your line off the shore. If you get a Pokémon on the hook, reel it in for a battle and try to catch it.

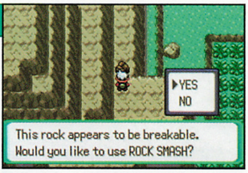
WITHIN CAVES

Wild Pokémon abound underground, and some powerful Pokémon dwell only under the earth, sometimes in specific areas of a cavern network.



INSIDE ROCKS

If one of your Pokémon has learned Rock Smash (HM 06), you can have it smash small boulders—a wild Pokémon might spring out, itching for a battle.

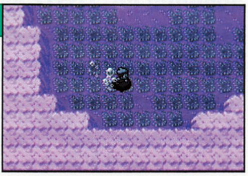


AT SEA

If you set sail on a Pokémon that has learned Surf (HM 03), you'll encounter lots of wild Pokémon at sea—many of them quite powerful.

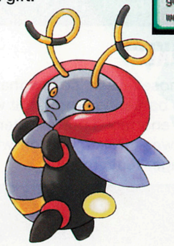
ON THE OCEAN FLOOR

You can reach the ocean floor if one of your Pokémon has learned Dive (HM 08). Underwater, you'll encounter many Pokémon that you won't see anywhere else.



DURING ENCOUNTERS

You'll get most of your wild Pokémon from the field, but not all of them. Now and then, you'll be offered a Pokémon in trade or as a gift.



DRAWING POKéMON INTO THE OPEN

If you're marching around in a wild Pokémon area and the little buggers aren't pouncing frequently enough, you can use two talents to draw them out. If your Pokémon has the Sweet Scent move, use the move outside of battle to make an encounter begin instantly. If one of your Pokémon has the Illuminate ability, keep that Pokémon in the lead position—wild Pokémon will appear much more often.

You can use Sweet Scent to start a battle, pronto. With Illuminate, you'll need to put the bright Pokémon in front and wait for results.

ATTRACTING POKéMON

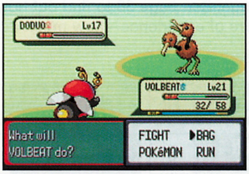
Some Pokémon's abilities can attract specific wild Pokémon. For example, if you put Manectric in front, its Static ability will draw out other Electric-type Pokémon.

Ability	Attracts
ARENA TRAP / ILLUMINATE	All wild Pokémon
SUCTION CUPS / STICKY HOLD	Aquatic Pokémon
MAGNET PULL	Steel-type Pokémon
SYNCHRONIZE	Pokémon with same nature as yours
STATIC	Electric-type Pokémon
HUSTLE / PRESSURE / VITAL SPIRIT	Higher-level Pokémon
COMPOUNDEYES	Pokémon with held items
CUTE CHARM	Pokémon of opposite sex from yours

IMPROVE YOUR ODDS

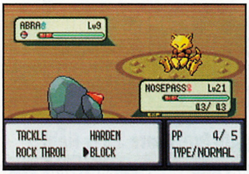
If you try to catch a wild Pokémon when it has full health, it'll almost always elude you. Though you can improve your odds by using a more powerful Poké Ball, you'll gain experience and save resources by using the battle tactics shown below to exhaust a Pokémon enough to capture it in a basic Poké Ball. Use more-powerful Poké Balls only against strong and feisty Pokémon.

Whittle Down Hit Points



A wild Pokémon's hit points (HP) aren't expressed numerically. They're shown on a color spectrum: green means that the Pokémon is healthy, yellow indicates that it's getting worn out and red means that it's close to fainting. Whittle down its HP to a sliver of red, then throw a Poké Ball. You'll have a much better chance of capturing the Pokémon.

Restrain the Escape Artists



Some Pokémon quickly realize that you're trying to catch them, and may use special powers to run away. Afflict such Pokémon with Sleep or Paralyze to prevent them from escaping. Two battle moves are especially useful: Mean Look and Block will keep a Pokémon from running off, but only as long as your attacking Pokémon stays on the battlefield.

Weaken with Freeze and Zs

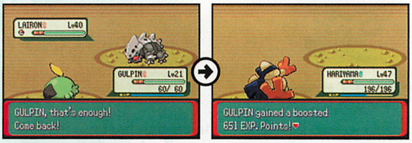
Most critical conditions—such as Paralyze, Poison and Burn—will make a Pokémon more susceptible to being caught. If you use an attack that causes Sleep or Freeze, however, your chances of capturing the victim will improve. For the best odds of capturing a wild Pokémon, inflict it with Freeze or Sleep and whittle the Pokémon's HP down to almost nothing.

RAISING POKéMON

When you first catch a Pokémon, it will likely be weak—more cool or cute than powerful. Depending on how you raise it, however, the Pokémon can become a powerhouse. The main way to develop a Pokémon is by using it in battle, but there are many other ways to bulk it up into a beast.

SURVIVAL OF THE WEAKEST

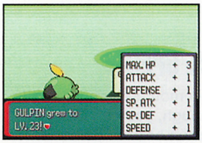
You may have a Pokémon whose level is so low that the Pokémon is nearly useless in battle. As it grows, it will gain power—many Pokémon gain enormous power when they're more experienced. Bolster a weak Pokémon's growth by following it up in battle with a stronger team member.



Place the Pokémon you would like to develop in your team's starting position so it will participate in every battle. As soon as the Pokémon hits the field, switch it out for a much stronger Pokémon. After your stronger Pokémon wins, experience will be divided among all the participants—including the first one.

GROWING UP—LITTLE BY LITTLE

As a Pokémon gains experience from battle, it will level up. Every time it does, many of its stats will increase a little—not nearly as quickly as when it evolves, but the little boosts add up over time. If you don't want to wait for a Pokémon's stats to increase, you can force stat growth with special items such as Protein (which raises Attack a little). For every stat, there's an item that does the trick.



Each time a Pokémon gains enough battle experience to advance to the next level, its stats will increase a little.

Item	Permanent Effect
CALCIUM	Raises Special Attack
CARBOS	Raises Speed
HP UP	Raises HP
IRON	Raises Defense
PROTEIN	Raises Attack
ZINC	Raises Special Defense

SPLIT THE SPOILS WITH EXP. SHARE

The Exp. Share item will give special experience-siphoning benefits to the Pokémon that holds it. (The Pokémon must be on your team and not in storage. See page 38 to find out how to acquire Exp. Share.) After every victory, the item-holding Pokémon will gain a share of experience—how much depends on the role it played during battle.

Standard Experience Division

60 EXPERIENCE POINTS → 60

POKéMON 1 fought	20	POKéMON 2 fought	20	POKéMON 3 fought	20
POKéMON 4 not used	0	POKéMON 5 not used	0	POKéMON 6 not used	0

After your team defeats a Pokémon, all battle participants will get an equal share of the experience points. Pokémon that never entered battle will get zero points.

Experience Division if Pokémon with Exp. Share Doesn't Fight

60 EXPERIENCE POINTS → 30 / 30

POKéMON 1 fought	10	POKéMON 2 fought	10	POKéMON 3 fought	10
POKéMON 4 Exp. Share / not used	30	POKéMON 5 not used	0	POKéMON 6 not used	0

When a Pokémon holds Exp. Share but doesn't enter the battle, it will siphon half of the experience total. The remainder will be divvied up among battle participants. Other Pokémon that didn't battle will earn zero points.

Experience Division if Pokémon with Exp. Share Joins Fight

60 EXPERIENCE POINTS → 60

POKéMON 1 Exp. Share / fought	40	POKéMON 2 fought	10	POKéMON 3 fought	10
POKéMON 4 not used	0	POKéMON 5 not used	0	POKéMON 6 not used	0

When a Pokémon holds Exp. Share and enters battle for any length of time, it will receive half of the points, plus an equal share from the remaining points divvied up among participants. Nonbattling Pokémon earn zero points.

GROWING IN LEAPS AND BOUNDS

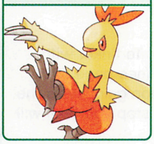
Many Pokémon evolve into a very different form when they reach a critical experience level. For example, Torchic evolves into Combusken at Level 16, and Combusken evolves into Blaziken at Level 36. Some Pokémon evolve by means other than experience gain—see page 15 for more details.

EVOLUTION: THE PROS AND CONS

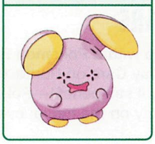
When some Pokémon gain enough experience, they'll begin to evolve into a new form. Should you let it change or hold it back? Know the pros and cons. An evolved form may not be able to learn certain moves. (See the Torchic/Combusken table.) When some Pokémon evolve, they'll learn new moves at a slower pace. (See the Whismur/Loudred table.) The upside is that some of their stats (like Attack and Defense) will likely make a quantum leap.

#4 TORCHIC
TYPE: FIRE

#5 COMBUSKEN
TYPE: FIRE-FTG



#45 WHISMUR
TYPE: NRM



#46 LOUDRED
TYPE: NRM

Attack	Torchic	Combusken
FIRE SPIN	LEVEL 25	–
FLAMETHROWER	LEVEL 43	–
BULK UP	–	LEVEL 28

Attack	Whismur	Loudred
SUPERSONIC	LEVEL 21	LEVEL 23
STOMP	LEVEL 25	LEVEL 29
SCREECH	LEVEL 31	LEVEL 37

STOPPING AN EVOLUTION

When a Pokémon evolves by gaining experience, you can choose to prevent the change by pressing the B Button during evolution. The Pokémon will attempt to evolve again when it reaches its next level.

TRADE TO EVOLVE

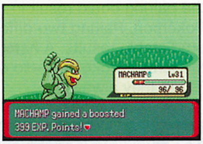
Some Pokémon evolve only when traded to another game (such as Pokémon Ruby or Sapphire) via a Game Boy Advance Game Link cable or the Wireless Adapter. Go to the Cable Club or Wireless Club in a Pokémon Center to trade. You'll need to trade Pokémon again to get your evolved Pokémon back.

#40 KADABRA
TYPE: PSY

#41 ALAKAZAM
TYPE: PSY

TRADED POKéMON GAIN EXPERIENCE FASTER

Only some Pokémon evolve when you trade them, but all Pokémon receive some benefit from trading. A traded Pokémon will receive 1.5 times the experience it normally would in battle. Only Pokémon that were not originally yours will benefit—a Pokémon that you trade and then trade back will not get the battle bonus.



When the Pokémon is traded to and owned by another player, it will receive 1.5 times the normal amount of experience.

Early in your adventures, you won't benefit from receiving a high-level Pokémon in a trade, because you won't be able to command the powerful Pokémon until you have the appropriate Gym Badge. (See the table to below.) You must defeat Gym Leaders to get badges. Think about which badges you have before you trade.

Badge Name	Effect
KNUCKLE BADGE	Pokémon at or under Level 30 will obey
HEAT BADGE	Pokémon at or under Level 50 will obey
FEATHER BADGE	Pokémon at or under Level 70 will obey
RAIN BADGE	All Pokémon up to Level 100 will obey

THE SURPRISING EFFECT OF FRIENDSHIP

To forge a friendship with a Pokémon, give it special consideration. Have it in your party as much as possible. Don't let it faint or get weak in battle. Let it hold things, including special mementos. Why go to the trouble? Some Pokémon, such as Azurill, evolve at specific levels only if they have a strong bond with you. If a Pokémon doesn't feel the love, it will never evolve.

Keep a Pokémon in the lead position of your team to develop the strongest bond you can.

Visit the girl in the southwest part of Verdanturf Town. She'll tell you how much your lead Pokémon likes you.

THE HARD FACTS ABOUT STONE EVOLUTION

Some Pokémon will evolve only if you use a special stone on them. If you find one of the six stones, use it on the Pokémon that seems most likely to benefit from it. For example, Lombre is a Water-and-Grass type, so maybe the Leaf Stone or the Water Stone would work. As it turns out, the Water Stone does work—and Lombre transforms into Ludicolo. Stones are rare and they disappear after you use them, so make sure that you want to use a stone to evolve a specific Pokémon. You might not find another stone like it.

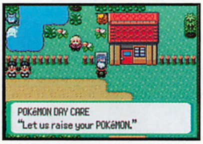
RANDOM EVOLUTION EFFECTS

Some Pokémon can evolve into more than one form at a certain level—the form it takes is random. For example, when Wurmple evolves at Level 7, it will change into either Silcoon or Cascoon. There's no predicting which way the evolution will go. If you suspect that a specific kind of Pokémon might evolve into a random form, catch lots of that kind and evolve each one.

BREEDING POKéMON

If you're the nurturing type, you might be the perfect Pokémon breeder. Pairing Pokémon can produce a variety of results—if you stick with it, you'll eventually create a massively powerful Pokémon.

WHERE DO EGGS COME FROM?–POKéMON DAY CARE



Put two of the right Pokémon together and—voilà!—you'll wind up with a Pokémon Egg. To tinker with Pokémon pairings, speak to the woman who runs the Pokémon Day Care on Route 117 (see page 50). Even if there's no magic between your checked-in Pokémon, they'll still benefit—Pokémon gain levels the longer you keep them in day care. Explore the countryside and stay on the move; every step you take will add an experience point to your tended Pokémon.

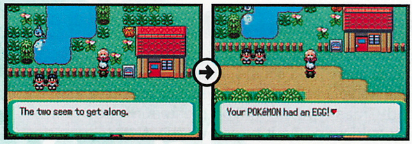
THE PERFECT MATCH–EGG RESULTS

Check a male and a female Pokémon into the day care—you definitely won't get an Egg out of the pairing otherwise. As soon as you check them in, speak to the man who tends the day-care park outside. He'll tell you whether the pairing is likely to have results. If it is, return to the day care later. If he's standing outside the park, he's got an Egg for you.

Check a Pokémon's gender in one of two screens—in the Pokémon menu or in a Pokémon Summary.

Day Care Message	Egg Probability
They're very friendly...	Extremely likely
The two seem to get along...	Somewhat likely
The two don't seem to like each other...	Not very likely
The two prefer to play with other Pokémon...	Not a chance

A Bun in the Oven



When the man is standing in the park, he'll tell you how your paired Pokémon are behaving. When he steps outside of the park, the man will have an Egg for you to carry away—free of charge!

HOW TO HATCH AN EGG

To hatch a Pokémon Egg, carry it with you until the Pokémon breaks out of its shell. For the fastest possible hatcher, the Pokémon in your traveling party should all be as happy and healthy as can be. Eggs rarely hatch quickly, so be prepared to carry an egg for the long haul.

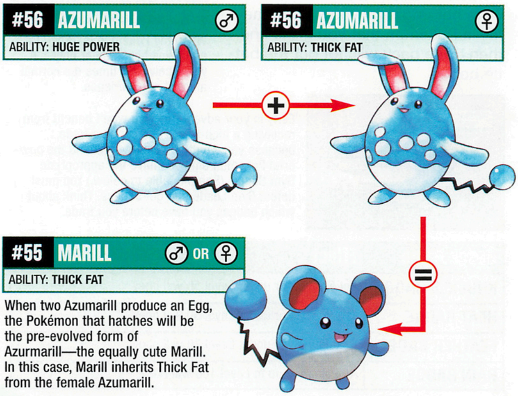
IT'S ALL ABOUT THE EGG TYPES

Egg types are an integral aspect of breeding Pokémon. All Pokémon fall into one or two of the 16 Egg types. Only Pokémon of opposite gender and from the same Egg type will produce an Egg at the Pokémon Day Care. Even with a compatible Pokémon pair, an Egg is not guaranteed. Each possible Egg type is listed below.

Egg Types			
Amorphous	Fairy	Grass	None
Bug	Field	Human-like	Water 1
Ditto	Flying	Mineral	Water 2
Dragon	Gender Unknown	Monster	Water 3

AND THE RESULTS ARE...

If you pair two of the same kind of Pokémon, the Pokémon that hatches might be the same kind as those that produced it. Or the pairing could result in the pre-evolved form of its paired Pokémon. Pairing two different kinds of Pokémon has far less predictable results. A hatched Pokémon inherits its ability from the female Pokémon—so ensure that the female has a great one! (Don't they always?)



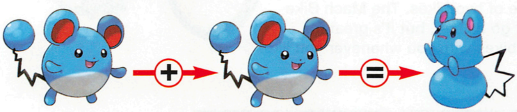
When two Azumarill produce an Egg, the Pokémon that hatches will be the pre-evolved form of Azurmarill—the equally cute Marill. In this case, Marill inherits Thick Fat from the female Azumarill.

A LITTLE ENCOURAGEMENT FROM ITEMS

Some Pokémon will result only if one of the breeding Pokémon is holding a specific item. Items' effects vary, so experiment—you might discover a combination that produces a Pokémon that you can't get any other way.

#55 MARILL ♂ OR ♀ | **#54 AZURILL** ♂ OR ♀

A male and a female Marill will produce an Azurill, but only if they visit the Pokémon Day Care while one of them is holding Sea Incense.



#161 WOBBUFFET ♂ OR ♀ | **#160 WYNAUT** ♂ OR ♀

A pair of Wobbuffet will create a Wynaut—but only if one of the breeding Pokémon is holding Lax Incense.

NATURE INHERITANCE

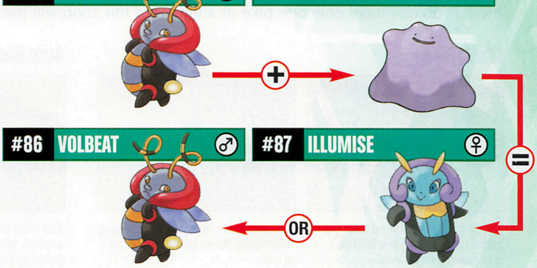
Give a female Pokémon the Everstone to hold. If she breeds in day care, chances are good that her offspring will inherit her same nature. The same holds true when breeding a Ditto with this held item.

DITTO-WORTHY SOLUTIONS

If you have only a male of an evolutionary line that you want to breed, you're not out of luck. The flexible Ditto—which you can obtain only via a trade from Pokémon FireRed or LeafGreen—will help you achieve a breeding breakthrough. Some Pokémon, such as Volbeat, are found only as wild males, so the Ditto workaround is key. And the amazing Pokémon also provides a solution for breeding Hoenn's Gender Unknown Egg types, such as Magneton. To breed a Magnemite from Magneton, simply check it into a breeding facility with Ditto.

#86 VOLBEAT ♂ | **DITTO**

#86 VOLBEAT ♂ | **#87 ILLUMISE** ♀



PICHU-EXCLUSIVE EGG MOVE

If you breed a female Pikachu holding Light Ball with a male Pokémon of the Field or Fairy Egg type, they'll produce a Pichu that possesses the Volt Tackle move. It's a powerful attack, but like Double-Edge it has a recoil effect that will hurt the Pichu.

MOVES THAT PROVE YOU'RE A SMART BREEDER

A hatched Pokémon always starts at Level 5. But if you breed your Pokémon intelligently, it might have battle moves far more advanced than a low-level Pokémon would normally have. A hatched Pokémon may inherit moves from the male and the female Pokémon that created it—which moves it will inherit are anyone's guess. You can control the results somewhat by pairing Pokémon that have powerful moves. As the chart below illustrates, breeding two different kinds of Pokémon can result in a Pokémon that would never learn certain moves normally—another great challenge for persistent Pokémon breeders!

Move Inheritance

- **A** Level-up moves that both parents possess could be passed on to the baby Pokémon.
- **B** Baby Pokémon can learn Egg moves automatically or from either parent.
- **C** If the male Pokémon knows an HM or a TM, the move could pass to the baby Pokémon.

#62 DELCATTY ♀

Level-Up Moves
Sing
Covet
Heal Bell
Double Edge

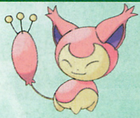
#114 SPINDA ♂

Level-Up Moves
Hypnosis
Double Edge
Psych Up

TM/HM
Dig

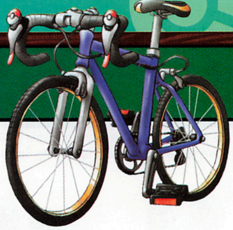
Moves Passed On	
Basic Attack	Growl
A	Double Edge
B	Psych Up
C	Dig

#61 SKITTY ♂ OR ♀



TRAVELING IN HOENN

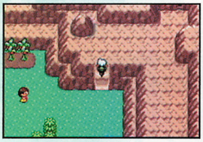
As you acquire gear and certain new moves, you'll be able to travel to many more places across Hoenn. Some areas were just beyond your reach previously. Others were leagues away and are open to you at last.



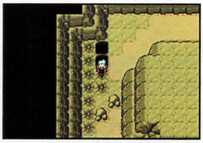
WHEELING DOWN THE ROUTES

After you've reached Rydel's Cycles in Mauville City, you can get one of two bikes. The Mach Bike achieves great speed but has loose handling. The Acro Bike doesn't go as fast, but it's great for tricks. You can have only one bike at a time, but the shop will trade bikes with you whenever you like.

Mach Bike



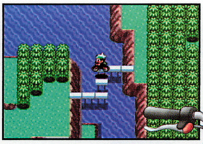
The Mach Bike's speed lets you zoom up steep slopes that you otherwise can't travel.



Its speed also lets you rocket past collapsing floors to reach secret areas.

Acro Bike

The Acro Bike lets you hop around, which allows you to jump down special rock paths.



You can use the Acro Bike to hop across the narrow rails that span rivers.

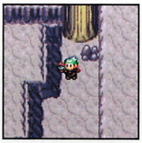
MOVES THAT HELP YOU MOVE

All HMs and some other battle moves have uses outside of battle. Each HM will help you make your way into new areas, and some TMs will help you out when you're in a tight spot.

Cut

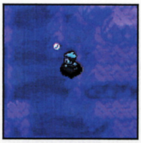
Once you have the Stone Badge, you can use Cut (HM 01) to chop down small trees.

Dig



When you use it in a cave, Dig (TM 28) will return you and your team to the entrance.

Dive



With the Mind Badge, you can go to the ocean floor by using Dive (HM 08).

Flash

Once you have the Knuckle Badge, you can illuminate caves with Flash (HM 05).

Fly

With Fly (HM 02) and the Feather Badge, you can soar to any city you've visited.

Rock Smash

If you have the Dynamo Badge, you can use Rock Smash (HM 06).

Secret Power

With Secret Power (TM 43), you can open your own Secret Base in certain spots.

Strength

Once you have the Heat Badge, you can use Strength (HM 04) to move boulders.

Surf

After you've gotten the Balance Badge, you can use Surf (HM 03) to travel on water.

Sweet Scent

It's not travel-related, but Sweet Scent does function out of battle; it attracts wild Pokémon.

Teleport

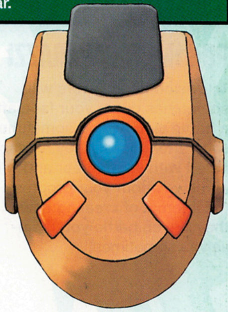
A Pokémon with Teleport can warp you to the last Pokémon Center you used.

Waterfall

After you've gotten the Rain Badge, you can use Waterfall (HM 07) to ride up waterfalls.

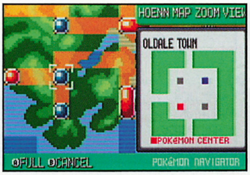
THE POKéNAV

The Pokémon Navigator—PokéNav for short—is a marvelous device with several features to help you out. You won't possess the PokéNav until you receive it from the Devon Corp. executive. But once you get it, you'll have new details at your fingertips, including a handy map of Hoenn and the Match Call feature, which lets you chat with friends from afar.



THE HOENN MAP

The Hoenn Map feature of the PokéNav lets you shift focus between the Hoenn overworld and a magnified view of any town or route. When you don't know where to go next, study the maps of places you've already been to jog your memory in regard to any loose ends on your quest.

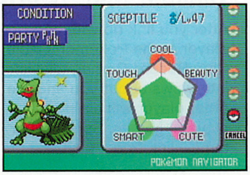


After you've visited a town, you can use the Hoenn Map to see a magnified view of its main features.

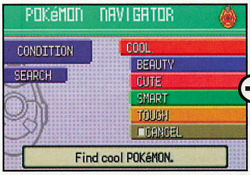
Once you've passed through a route, you can use the Hoenn Map to see its major landmarks.

CONDITION

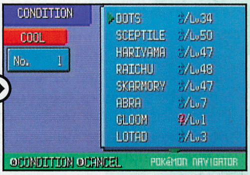
With the Condition feature, you can analyze a Pokémon's Cool, Tough, Beauty, Smart and Cute conditions—useful details for grooming a Pokémon for a Pokémon Contest. You can check out the conditions of just the Pokémon in your party, or rank all of your Pokémon by which have the best conditions.



A five-point system shows a Pokémon's Cool, Tough, Beauty, Smart and Cute conditions.



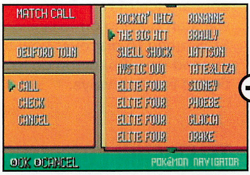
You can sort all Pokémon you own by the strength of their ratings in each of the five conditions.



Consult the sorted list to get a better idea of which Pokémon to enter in a Pokémon Contest.

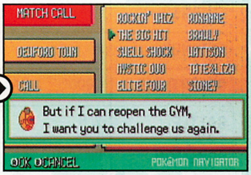
MATCH CALL

The PokéNav's Match Call feature lets you ring up Trainers you previously defeated. During your journey, you'll receive pleasant updates from your newfound friends. After you conquer all eight gyms, you'll be able to fight a rematch with each Gym Leader as well, but you won't be able to make calls from inside buildings or caves due to signal interference.



After you battle Trainers, they may register in your PokéNav. Once registered, they will appear in Match Call.

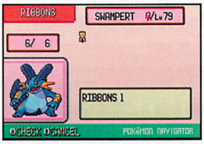
Before you call a Trainer for a rematch, study his or her data to prepare for the fight.



The Match Call will remind you where to meet a particular Trainer, who will be tougher than during your previous battle.

RIBBONS

After one of your Pokémon has won its first Pokémon Contest ribbon, the Ribbons feature will open. With it, you can keep track of all your Pokémon's contest achievements.



Check the description of each ribbon to see how your Pokémon won the prize.

How to Collect Ribbons

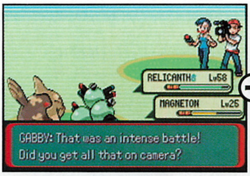
- Ascend to the top of the Pokémon League and enter the Hall of Fame.
- Win the Master Rank title in a Pokémon Contest.
- Win against 50 Trainers at the Battle Tower in the Battle Frontier.
- The woman next to the Energy Guru in Slateport City will give your lead Pokémon a ribbon if it's strong enough.
- The artist at a Master Rank Pokémon Contest will give your Pokémon a ribbon if it wins the contest with an excellent score.

INTERVIEWS AND TV SHOWS

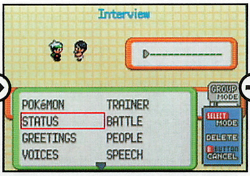
After you visit Mauville City, the televisions around Hoenn will start buzzing with fascinating shows—many of them about you! You'll also see programs about big events that will help steer the course of your travels. When a television screen is flashing, you'll know that a good show is about to start.

POKéMON PAPARAZZI

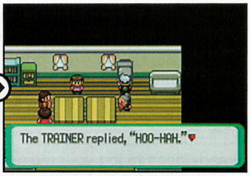
Television interviewers will sometimes get in your face after a battle victory, and sometimes even after a loss. They're fascinated with your career and will air news about your progress. In the interest of creating news, they'll even battle you themselves sometimes!



Don't worry about bad press if you beat interviewers in battle—they want you to do well.



Your interview comments will consist of one or several words that you'll choose from a vocabulary system.



Later, when you see a television screen flash, face the television and press A—you might be on the tube!

THE VOCABULARY SYSTEM

The vocabulary system organizes words and phrases into many different categories. It's used not only during interviews but also when writing letters. When composing a letter, you'll need to select nine words or phrases. To locate words in A-Z mode, press Select, then choose words by using the alphabet instead of hunting for where to find the right word. Also use the Select and Start Buttons to scroll quickly through lists.

Category	Sample Letter
GREETINGS	THANKS
ENDINGS	FOR
ENDINGS	A
CONDITIONS	GOOD
BATTLE	WIN
POKéMON	PIKACHU
VOICES	!!
MISC.	THAT'S IT!
ENDINGS	ISN'T IT?

Once you've chosen nine words or phrases, you can pass your letter to your Pokémon. After you write your first few letters, you'll start to know what words are in which categories.

TRADING YOUR TV INTERVIEWS

After you link up with another player at the Pokémon Cable Club Record Corner, television interviews about you and the other player will air in both players' games. Spread your fame—link frequently!

NEWS ABOUT RARE POKéMON

After you've entered the Hall of Fame, information about the appearance of rare Pokémon will start playing on television. Stay tuned to discover how to expand your Pokémon collection in exciting ways.

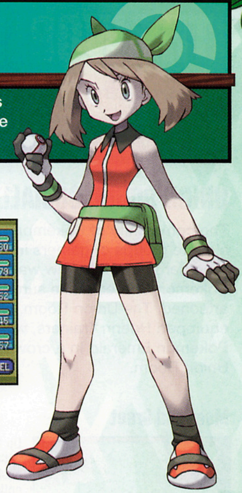
TELEVISION COMMERCIALS

After you pass through the Hall of Fame, watch for the flashing television screens—commercials will tip you off to great opportunities and special sales at local stores.

If you see a commercial for:

- The Game Corner in Mauville City, you may have better luck gaming there.
- The Energy Guru in Slateport City, you can buy half-price items.
- The Lilycove Department Store, you'll find rare decorations for your Secret Base on sale on the top floor.
- The Lilycove City Pokémon Contest Hall, you can play Berry Blender with the Blend Master and make a quality PokéBlock.

THE POKéMON CENTER



Stay in touch with your Pokémon and other players at the Pokémon Center. Whether your teammates require some rest or you're looking to link up with other players, the Pokémon Center can fulfill a wide range of needs.

RESTORE YOUR POKéMON

When your Pokémon are running low on HP and PP or have fainted, check in your whole crew at the front desk to refresh them. When the attendant hands your Pokémon back to you a few seconds later, their HP and PP will be fully restored.

Hand your team of Pokémon to the first-floor attendant. You'll see her place your Poké Balls into a machine.

When she gives your team back to you, every Pokémon will be charged up and ready for action.

LOG ONTO THE COMPUTER

You'll find PCs in every Pokémon Center. PCs help you organize the Pokémon you catch and items you pick up.

You'll find PCs in some houses and other buildings during your adventures, but you'll always be able to find them in a Pokémon Center.

SOMEONE'S PC/LANETTE'S PC

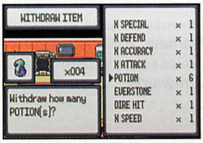
The Pokémon Storage system is called Someone's PC early in your journey. After you meet the system's creator, its name will change to Lanette's PC. Lanette's system has 14 storage boxes, each with space for 30 Pokémon. It also has lots of features that help you organize your collection.

Lanette's storage system can hold many Pokémon at a time.

To better organize your Pokémon, you can change each box's name and background design.

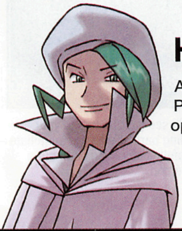
YOUR PC

You can store up to 50 different items on Your PC. Since your bag can carry a limited inventory, you should store noncritical items in the PC and take with you only items necessary for the current leg of your quest. You can also read your mail in Your PC's Mailbox section.



To withdraw an item from Your PC, highlight it, press the A Button and choose how many you want.

Store any mail that you receive in Your PC's Mailbox—you never know when you'll want to reread it.



HALL OF FAME

After you've battled your way to the top of the Pokémon League, the Hall of Fame menu option will appear on the PC. The feature will let you check which Pokémon were with you when you achieved the final victory and entered the Hall of Fame.

All Pokémon that have entered the Hall of Fame will appear in the Hall of Fame menu—but only after you've beaten the entire Pokémon League.

THE WORLD OF WIRELESS

The world just got a little smaller. The Game Boy Advance Wireless Adapter lets you connect with fellow Hoenn Trainers in the vicinity. Link up and meet your peers. Swap records, Pokémon, items—even enjoy a spirited battle or two—all without the encumbrance of cables.

UNION ROOM: SOCIALIZE AND STRATEGIZE!

The community of Pokémon players has always been one of the most passionate groups of gamers in the world. The Union Room in Hoenn brings 'em together in a whole new way. Before you head to the second floor of the Pokémon Center, make sure that your Game Boy Advance Wireless Adapter is attached. The Union Room, which lets you socialize with other wireless-equipped Hoenn Trainers, will then be up and running. If you're playing Pokémon Emerald in a crowd, you may find players waiting for you in the Union Room.

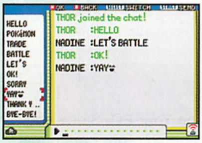
If you want to head into the Union Room, speak to the middle attendant on the second floor.

Before you choose to enter the Union Room, you can check how many people are already inside.

Meet and Greet

Up to 39 other Trainers can be in the Union Room with you. To speak with one, simply walk up and push the A Button. You'll be able to select several options, such as viewing your new friend's Trainer Card—it's a great way to get a sense of his Trainer standing.

Chat with Players

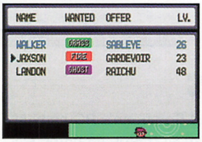


Players from all over Hoenn meet in the Union Room, so you can chat to learn secrets and strategy that will help you no matter where you go in the region. Or you can just shoot the breeze with other players. You never know what you might find out from other Trainers when you're chatting in the Union Room.

Brief Battles

The Direct Corner remains the place for hard-core battling and trading. In the Union Room, however, you can get a taste of someone's battle skills by walking up and initiating a limited battle: each participant can use only two Pokémon at Level 30 or lower. You'll each choose two Pokémon for a quick clash. You can always reconnect in the Direct Corner for more.

The Trade Board



Engaging with up to 39 other wireless Trainers to arrange trades would be chaos. The Union Room simplifies things with its trade board. For the duration of your stay in the room, you can post one of your Pokémon with a trade request for a specific type of Pokémon. For example, you can post your Gardevoir with a request for any Fire-type Pokémon—very convenient.

DIRECT CORNER: GO HEAD-TO-HEAD

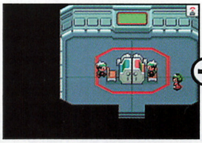
The Direct Corner has long been an essential part of Pokémon Centers. Though you can—as in previous games—use a cable to link up with one to three other players in Hoenn's Direct Corners. Pokémon FireRed, LeafGreen and Emerald players can link up via wireless connection. The Berry Crush wireless minigame offers some special rewards.

Strike up a conversation with the attendant on the right side of the room to make a direct connection.

To connect with a Wireless Adapter, one of the players must choose to lead a group that the others then join.

Two-Player Swapping in the Trade Center

Two players can meet in the Trade Center to trade specific Pokémon. Before you strike up a connection, fill your team with Pokémon that you'd like to trade. (There's a PC on the second floor for your convenience.) After you take a look at the other player's team of Pokémon, you can agree upon a trade and let the exchange commence. Trading is a critical part of a Trainer's strategy, so trade often to get ahead in your quest. You'll receive the National Pokédex once you claim the title of Pokémon League Champion, which enables you to trade Pokémon from FireRed and LeafGreen versions.



When you're ready to start trading talks with your partner, belly up to the trading station.

You'll see your team and your trading partner's team—negotiate carefully before you send out a Pokémon.

Matches in the Colosseum

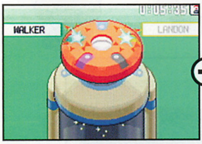
Two or four players can smash their teams together in the Direct Corner's Colosseum to see whose Pokémon and battle skills are superior. You can enter a Single Battle or Double Battle with two players, or engage in a Multi Battle with four players. A Multi Battle is similar to a Double Battle: each team still has two Pokémon, but each team also has two Trainers. It's the ultimate thrill in Colosseum battles—and it demands serious teamwork to pull off combos.

Colosseum Rules:

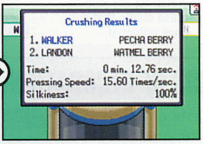
- There's no limit to Pokémon level.
- Use of all items except held items is prohibited.
- Held items collected during battle will be returned after the battle.
- Using the Run option results in a forfeit.

Get Rich with Berry Crush

After you get the Powder Bag from the Slateport City Powder Trader, you can play Berry Crush. You and other players will throw berries into the crusher, then mash the A Button to pulverize them into powder. Refer to the chart to the right; which berries you use determines how much powder you'll get to buy the trader's items (see page 46). Players will be rated based on four crushing criteria.



If two or more players hit A simultaneously, the lights flash and the Berry Crush produces extra powder.



After all the berries are fully crushed, players will see the final results of their cooperation.

Berry	Max. Powder
Aspear, Cheri, Chesto, Pecha, Rawst	20
Leppa, Lum, Oran, Persim, Sitrus	30
Aquav, Figy, Iapapa, Mago, Wiki	50
Bluk, Nanab, Pinap, Razz, Wepear	70
Grepa, Hondew, Kelpsy, Pomeg, Qualot	100
Cornn, Magost, Nomel, Rabuta, Tamato	150
Belue, Durin, Pamtre, Spelon, Watmel	250
Apicot, Ganlon, Liechi, Petaya, Salac	500
Lansat, Starf	700

Crushing Criteria

No. of Presses: Players are ranked by the number of times they pushed the A Button.	Cooperative: Players are ranked by the number of times they hit the A Button at the same time as others did.
Neatness: Players are ranked by how well they pushed the A Button in a consistent rhythm.	Pressing Power: Players are ranked by the longest A Button streak they achieved during the session.

RECORD CORNER

Every time you link up with another player at the Pokémon Cable Club Record Corner, both of your games will undergo a number of changes. You'll both appear in each other's game in a variety of settings, and you'll be able to battle each other later on—even when you're no longer linked!

After Trading Records:

- Some TV shows in your game will reveal how the other player is doing as a Trainer.
- Your friend's Secret Base will show up in your game. After you've entered the Hall of Fame, you'll be able to battle your friend at his or her base—if you can find it.
- You can battle your friend at the Battle Tower, after you've entered the Hall of Fame.
- If you've both left Pokémon that are holding mail at the Pokémon Day Care, the checked-in Pokémon may trade mail with each other.
- Words that are popular at the other player's Dewford Town will be popular at yours as well.

MYSTERY GUESTS

After you trade records, the mystery guest that stands on the first floor of Mauville City's, and Lilycove City's Pokémon Center in your game will switch places with the mystery guest in your trading partner's game. Each mystery guest has a unique ability, and the more you trade with them, the more you'll be able to learn from them.

Mauville City

Bard: The bard will sing a six-word song and ask you to change one word of his song.

Giddy Guy: He'll ask you some insightful questions when you meet him.

Hipster: The hipster will teach you a word, which is saved in a new part of your vocabulary bank.

Storyteller: The storyteller will share information about legendary Trainers.

Trader: He'll let you and the other player swap Secret Base decorations.

Lilycove City

Favor Lady: She wants you to give her some items. Give her what she wishes to receive a present from her.

Quiz Lady: Answer her question correctly to get some items. Eventually, you'll have the option to make up your own quiz.

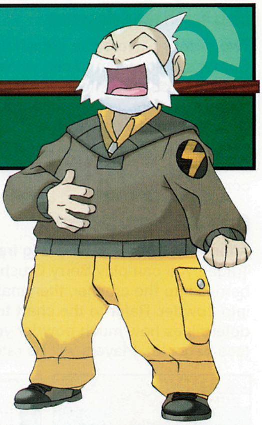
Contest Lady: Provide this young Trainer with the Poké Block she needs to feed her Pokémon in order for it to win the local contest. Check a nearby TV set to see the contest results.

BREAK INTO POKéMON BOX

Ambition knows no bounds—unless it maxes out the Pokémon storage space on Hoenn's PCs. Pokémon Box provides storage space for 1,500 Pokémon, plus great ways to sort and display such gigantic assemblies. The amazing utility comes with a Nintendo GameCube Game Boy Advance cable plus a special Memory Card—you'll be connecting and storing your horde in no time. The must-have application is available only through the Pokémon USA online store, Pokemoncenter.com.

ESTABLISH A SECRET BASE

After one of your Pokémon has learned the Secret Power move, you can create a Secret Base in Hoenn. If you get tired of having your base in one area, you can always move it elsewhere.



CAN YOU KEEP A SECRET?

You can identify dozens of potential Secret Base spots by the telltale signs you'll find throughout Hoenn. You can build bases behind rock faces, in trees and inside grass clumps. No two Secret Base layouts are the same, so check out each spot's potential to find the underlying layout you like the most.

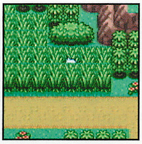
In Rocks

Watch for the indentations that mark rock faces.

In Trees

A certain kind of evergreen tree denotes Secret Base potential.

In Grass



Watch for the kind of grass clump that has base potential.

INSIDE YOUR BASE

A Pokémon that has the Secret Power move can open a Secret Base on a spot that has base potential. Once the base has been opened, you can fill the interior with cool furniture and domestic doodads that you can buy and find across Hoenn. When you want to place an item in your base, access your Secret Base PC to unpack your new decoration.

All furniture and decorations are organized by category in your Secret Base PC. After you choose a specific item, you can move it around the room to see where you'd like to put it.

STARTING UP & CLOSING DOWN

Since no two Secret Bases are the same, you should set up your HQ in different places to find one that feels like home. When you open a Secret Base in a new spot, your old base will vanish and all furniture will go back into your PC so you can start with a new decorating scheme.

When you try to start a new Secret Base, you'll be reminded of where your current base is. You can pack up your current base at any time, even if you haven't selected a new spot yet.

ALL KINDS OF DECORATIONS

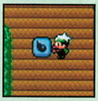
There are lots of things to collect for your Secret Base—enough to keep you on the hunt for a long time.

Desks

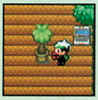
Dolls

Chairs

Cushions



Potted Plants



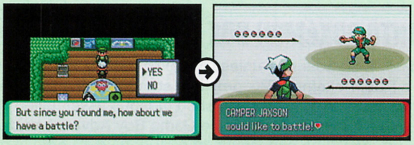
Posters

Mats

Ornaments

BATTLE AT YOUR FRIEND'S BASE

After you link up with a player at the Pokémon Cable Club Record Corner, your base will appear in the other player's game—and vice versa. You'll need to find out where the other player's base is, but it's worth the search. After you've been to the Hall of Fame, you'll also be able to fight the other player when you enter his or her Secret Base.



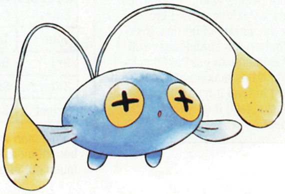
Battle and beat your friend in his or her Secret Base to score a cash prize. If you lose, you won't forfeit any of your own money—what a deal!

POKéMON CONTESTS

Longtime Trainers are old hands at the battle system. But Hoenn Trainers can compete in a second kind of match— Pokémon Contests—which expose a whole new side of your Pokémon. Flaunt your team's cool factor and earn accolades.

INTENSE CONTESTS

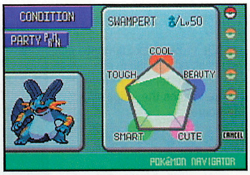
At each Pokémon Contest Hall, you can compete against three Pokémon in five kinds of competition—Cool, Beauty, Cute, Smart and Tough. Each contest type emphasizes certain conditions. Each contest has four ranks—Normal, Super, Hyper and Master—that a Pokémon must pass through on its way to the top.



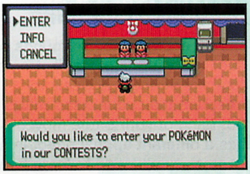
Contest Emphasis

To win a contest, you'll need to know what moves the judges are looking for. See the list below.

Category	Moves not to Use
Cool Contest	Beauty and Tough moves
Beauty Contest	Cool and Cute moves
Cute Contest	Beauty and Smart moves
Smart Contest	Cute and Tough moves
Tough Contest	Cool and Smart moves



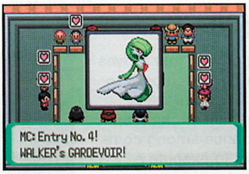
The Condition meter in your PokéNav indicates how lustrous your Pokémon is by showing how well it shines.



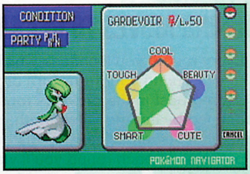
In Pokémon Emerald, there is only one Contest Hall in Hoenn—all contests take place in Lilycove City.

PRIMARY JUDGING

In the first part of judging, the audience evaluates four competing Pokémon. The judge records which Pokémon gets the most applause. The Pokémon with the strongest luster and relevant condition—its Cool condition in a Cool Contest, for instance—will get the best applause, indicated by a number of hearts. Before you subject a Pokémon to judging, create PokéBlocks and feed them to the Pokémon—it's a three-step process.



During primary judging, each of the four Pokémon will receive some heartfelt applause from the audience.



The audience applauds the Pokémon whose condition and luster best relate to the current contest.

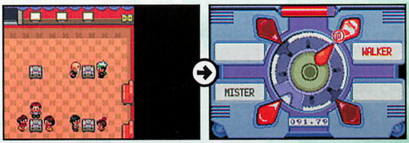
Step 1: Collect Appropriate Berries

Each of the dozens of berry types you'll find across Hoenn can taste Spicy, Dry, Sweet, Bitter or Sour. Since PokéBlocks are made from berries, they'll probably have the same flavors as the berries that went into it. Certain PokéBlock flavors promote growth of specific Pokémon conditions, so you'll want to collect the right berries before you start making PokéBlocks.

Evaluate a berry's flavors before you make a PokéBlock with it. Spicy flavor promotes Cool growth. Bitter flavor develops the Smart condition. Dry flavor ups Beauty. Sour flavor promotes the Tough condition. Sweet flavor increases a Pokémon's Cute condition.

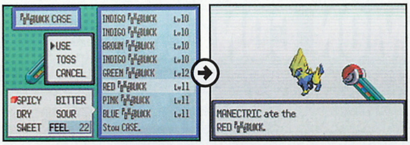
Step 2: Use the Berry Blender

A Berry Blender makes a PokéBlock, and at least two users must operate a Berry Blender. Join game characters or recruit linked players to use the blender. First each user selects a berry. After the blender starts, each player must press A when the pointer points to his or her name. Hitting A at the right time makes the blender accelerate, increasing the PokéBlock's quality level. When the blender stops, each user gets a PokéBlock.



Step 3: Feed PokéBlocks to Pokémon

Dozens of different PokéBlocks can result from blending certain berry combinations. Each PokéBlock will have a specific quality level, feel and taste, depending on how it was blended into being.



Level

The higher a PokéBlock's quality level is, the more it will increase a Pokémon's conditions.

Taste

A Pokémon will benefit most from eating a PokéBlock with a flavor that it likes.

Feel

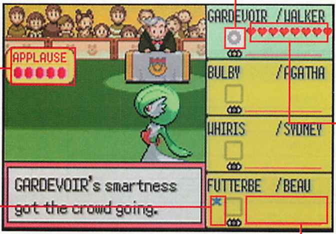
The more people who blend berries to create a PokéBlock, and the greater the variety of berries, the lower (better) the smoothness will be. A Pokémon can eat PokéBlocks only until it has maximum luster, so if you want to feed it many PokéBlocks, feed it only the smoothest.

Taste	Raises	Strong Effect	Mild Effect
Spicy	Cool	Adamant, Brave, Lonely, Naughty	Bold, Calm, Modest, Timid
Sour	Tough	Bold, Impish, Lax, Relaxed	Gentle, Hasty, Lonely, Mild
Dry	Beauty	Mild, Modest, Quiet, Rash	Adamant, Careful, Impish, Jolly
Bitter	Smart	Calm, Careful, Gentle, Sassy	Lax, Naive, Naughty, Rash
Sweet	Cute	Hasty, Jolly, Naive, Timid	Brave, Quiet, Relaxed, Sassy

A Pokémon with a specific nature will enjoy PokéBlocks with specific flavors more and will benefit more from them. It will dislike PokéBlocks with certain other flavors and won't get much out of eating them.

SECONDARY JUDGING

During each of the five rounds of secondary judging, you'll attempt to make stronger appeals for attention than your competitors do. Each of your battle moves has a different appeal effect in a contest. You'll need to learn how each move can help you get ahead in the appeal system, which has a complex set of rules, icons and statistics.



The crowd's excitement level, which builds or wanes after every move, influences the judge's score.

A Pokémon's secondary-judging condition rises or falls after appeal moves affect its rating.

During any turn in a round, a Pokémon's total number of hearts will reflect Appeal and Jam moves made during that round. When no hearts appear, no moves have yet affected the Pokémon.

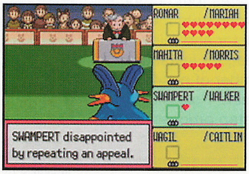
Offense/Defense Status:

- Jam result pending
- Oblivious to Jam
- Nervous

During each round, a Pokémon will make one move and earn hearts based on its success. Each move gives its user red Appeal hearts (+10 points each) or strikes others with black Jam hearts (-10 points each)—and sometimes both.

USING MOVES TO GET AHEAD

Every round, you'll choose which of your four moves to use during your turn. Turn order is based on who scored best in the previous round. Each move is defined by its Appeal strength, its Jam strength and its effect (such as causing disturbance among competitors). In each round you'll want to execute a move that earns you the most red Appeal hearts (+10 points each), while taking the most Jam hearts (-10 points each) from other competitors. At the end of five rounds, the player with the most hearts wins.



If you deliver the same move twice in a row, you'll lose originality points.

Appeal

Deliver a move that wins you the most Appeal hearts.

Disturbance

Or use a move that reduces your opponents' hearts or disturbs other Pokémon. A disturbed Pokémon may either lose hearts or be unable to execute its move.

Defense

As a third possibility, use a move that prevents other Pokémon from disturbing your Pokémon.

BONUS POINTS

You can earn bonus Appeal hearts by satisfying specific conditions during secondary judging. To earn the bonus, you'll need to think about how moves made during one round will affect moves in following rounds. In the higher-ranked contests, you will need to get nearly all of the bonus points to beat your opponents.

Excite Bonus

The crowd's excitement will build to a maximum of five degrees before starting over at zero. If crowd excitement reaches the maximum on your turn, you'll earn six hearts (60 points).

Type Bonus

Every Appeal move has a specific condition. Use one that matches the contest condition to excite the crowd and earn an extra heart.

Combo Bonus

Many moves work in tandem with a move executed on the next turn, which earns an extra combo bonus. One way to earn the bonus is to use Rain Dance in one round, then Bubble in the next.

Condition Bonus

You can raise your secondary-judging condition by one star with some moves. For every star you have each round, you'll earn a heart (10 points).

Category	Effect
Cool Contest	Cool +1, Cute & Smart -1
Beauty Contest	Beauty +1, Smart & Tough -1
Cute Contest	Cute +1, Cool & Tough -1
Smart Contest	Smart +1, Cool & Beauty -1
Tough Contest	Tough +1, Beauty & Cute -1

WALK-THROUGH

GAMEPLAY CHECKLIST

The gameplay checklist is designed to outline a straight path to the Pokémon League—the many side quests you can participate in do not appear on the list. Check the walk-through section for details on every side quest, including those you complete after you become the Pokémon League Champion.

☑ Check off events as you finish them.

Littleroot Town — pg. 33
- ☐ Set the clock in your room.

Route 101 — pg. 33
- ☐ Rescue Prof. Birch.

Littleroot Town — pg. 33
- ☐ Receive your first Pokémon from Prof. Birch.

Route 103 — pg. 34
- ☐ Battle your rival for the first time.

Littleroot Town — pg. 33
- ☐ Receive the Pokédex from Prof. Birch and five Poké Balls from your rival.
- ☐ Receive the Running Shoes from your mom.

Petalburg City — pg. 35
- ☐ Meet Wally at the Pokémon Gym and help him catch a Pokémon.

Petalburg Woods — pg. 36
- ☐ Battle the Team Aqua Grunt who is trying to steal the Devon Goods.

Route 104 — pg. 36
- ☐ Receive the Wailmer Pail in the flower shop.

Rustboro City — pp. 37, 38
- ☐ Receive HM 01 (Cut) at the Cutter's House.
- ☐ Defeat Gym Leader Roxanne to receive the Stone Badge and TM 39 (Rock Tomb).
- ☐ Discover that the Devon Goods have been stolen.

Rusturf Tunnel — pg. 39
- ☐ Defeat the Team Aqua thief to retrieve the Devon Goods and rescue Mr. Briney's Pokémon, Peeko.

Rustboro City — pp. 37, 38
- ☐ Give the Devon Goods back to the Devon Staff member.
- ☐ Talk to Mr. Stone at the Devon Corporation to receive the Devon Goods, a letter to Steven and the Pokémon Navigator.
- ☐ Get your PokéNav upgraded with the Match Call feature by the Devon staffer.
- ☐ Battle your rival for the second time.

Route 104 — pg. 36
- ☐ Board Mr. Briney's ship and sail to Dewford Town.

Dewford Town — pg. 41
- ☐ Receive the Old Rod from the fisherman.
- ☐ Defeat Gym Leader Brawly to receive the Knuckle Badge and TM 08 (Bulk Up).

Granite Cave — pg. 42
- ☐ Receive HM 05 (Flash) from the hiker.
- ☐ Give Steven the Letter to receive TM 47 (Steel Wing).

Dewford Town — pg. 41
- ☐ Board Mr. Briney's ship and sail to Slateport City.

Slateport City — pp. 45, 46
- ☐ Visit Captain Stern's shipyard and talk to Dock about delivering the Devon Goods.
- ☐ Take the Devon Goods to Capt. Stern at the Oceanic Museum.
- ☐ Receive the Powder Bag at the market.

Route 110 — pg. 47
- ☐ Battle your rival for the third time to receive the Itemfinder.

Mauville City — pg. 49
- ☐ Receive the Mach Bike or the Acro Bike at Rydel's Cycles.
- ☐ Receive HM 06 (Rock Smash) at the lower-right house.
- ☐ Exchange the Harbor Mail for the Coin Case.
- ☐ Defeat Wally in front of the Pokémon Gym.
- ☐ Defeat Gym Leader Wattson to receive the Dynamo Badge and TM 34 (Shock Wave).

Verdanturf Town — pg. 51
- ☐ Meet Wally again at Wanda's house.

Rustboro City — pp. 37, 38
- ☐ Talk to Mr. Stone (the Devon Corp. executive) to receive the Exp. Share item.

Route 111 — pp. 52, 53
- ☐ Defeat the Winstrate family to receive the Macho Brace.

Route 112 — pp. 52, 53
- ☐ Find Team Magma Grunts blocking off the Mt. Chimney cable car station and learn that their team members went to Fallarbor Town.

Route 111 — pp. 52, 53
- ☐ Receive TM 43 (Secret Power) from a boy standing in front of a large tree.

Route 113 — pg. 55
- ☐ Receive Soot Sack at the Glass Workshop.

Fallarbor Town — pg. 55
- ☐ Meet Lanette at the Pokémon Center.
- ☐ Visit Professor Cozmo's lab and talk to his assistant to learn that the professor has gone to Meteor Falls with Team Magma.

Route 114 — pg. 56

- [ ] Receive TM 28 (Dig) at the Fossil Maniac's house.
- [ ] Meet Lanette at her house.

Meteor Falls — pg. 57

- [ ] Witness Team Magma stealing the Meteorite. The Mt. Chimney cable car reopens.

Route 112 — pp. 52, 53

- [ ] Chase Team Magma to Mt. Chimney's summit.

Mt. Chimney — pg. 58

- [ ] Defeat the Team Magma leader to retrieve the Meteorite.

Fallarbor Town — pg. 55

- [ ] Give the Meteorite back to Prof. Cozmo to receive TM 27 (Return).

Lavaridge Town — pg. 61

- [ ] Receive the Pokémon Egg from the elderly woman on the hot sand.
- [ ] Defeat Gym Leader Flannery to receive the Heat Badge and TM 50 (Overheat).
- [ ] Receive the Go-Goggles from your rival.

Petalburg City — pg. 35

- [ ] Defeat your dad, Gym Leader Norman, to receive the Balance Badge and TM 42 (Facade).
- [ ] Talk to Wally's parents to get HM 03 (Surf).

Mauville City — pg. 49

- [ ] Talk to Wattson to receive the Basement Key.

New Mauville — pg. 50

- [ ] Turn off the generator.

Mauville City — pg. 49

- [ ] Talk to Wattson to receive TM 24 (Thunderbolt).

Mirage Tower — pg. 54

- [ ] Get the Root Fossil or Claw Fossil.

Rustboro City — pg. 37

- [ ] Ressurect the Pokémon from your fossil at the Devon Corporation.

Route 118 — pg. 62

- [ ] Receive the Good Rod from the fisherman.
- [ ] Meet Steven again.

Weather Institute — pg. 64

- [ ] Defeat Team Aqua to receive Castform from the professor.

Route 119 — pp. 62, 63

- [ ] Battle your rival for the fourth time to receive HM 02 (Fly).

Route 120 — pg. 66

- [ ] Receive the Devon Scope from Steven.

Fortree City — pp. 64, 65

- [ ] Defeat Gym Leader Winona to receive the Feather Badge and TM 40 (Aerial Ace).

Route 121 — pg. 67

- [ ] Witness Team Aqua running off to Mt. Pyre.

Lilycove City — pp. 72-74

- [ ] Battle your rival for the fifth and final time to gain access to the department store.
- [ ] Receive the PokéBlock Case in the Pokémon Contest Hall.

Mt. Pyre — pg. 70

- [ ] Witness Team Aqua stealing the Blue Orb and the Red Orb. Receive the Magma Emblem.

Magma Hideout — pg. 60

- [ ] Find and battle Maxie. Witness Groudon's flight.

Slateport City — pp. 45, 46

- [ ] Talk to Captain Stern and witness Team Aqua's theft of the submarine.

Aqua Hideout — pg. 75

- [ ] Defeat the Admin and watch the submarine escape.

Mossdeep City — pp. 77, 78

- [ ] Receive the Super Rod from the fisherman.
- [ ] Meet Steven again at the Mossdeep Space Center. Read notice that Team Magma sent.
- [ ] Defeat Gym Leaders Tate and Liza to receive the Mind Badge and TM 04 (Calm Mind).
- [ ] Battle the Team Magma Leader and Admin with Steven.
- [ ] Receive HM 08 (Dive) from Steven.

Route 128 — pp. 81, 82

- [ ] Find the submarine docked at the Seafloor Cavern.

Seafloor Cavern — pp. 83, 84

- [ ] Find Kyogre and battle the Team Aqua leader for the final time.

Sootopolis City — pp. 86, 87

- [ ] Watch Groudon and Kyogre square off.
- [ ] Meet Steven and enter the Cave of Origin.

Cave of Origin — pp. 86, 87

- [ ] Tell Wallace of Rayquaza's whereabouts (the Sky Pillar).

Sky Pillar — pp. 90, 91

- [ ] Find Rayquaza at the pillar summit. Rayquaza flies away.

Sootopolis City — pp. 86, 87

- [ ] Rayquaza calms down Groudon and Kyogre and averts the global catastrophe.
- [ ] Receive HM 07 (Waterfall) from Wallace.
- [ ] Defeat Gym Leader Juan to receive the Rain Badge and TM 03 (Water Pulse).

Mt. Pyre — pg. 70

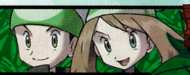
- [ ] Watch the Team Aqua and Team Magma leaders return the Blue and Red Orbs to the shrine and restore balance to Hoenn.

Victory Road — pp. 94, 95

- [ ] Battle Wally for the second time.

The Pokémon League — pp. 96, 97

- [ ] Defeat the Elite Four and Champion Wallace to become the new champion.

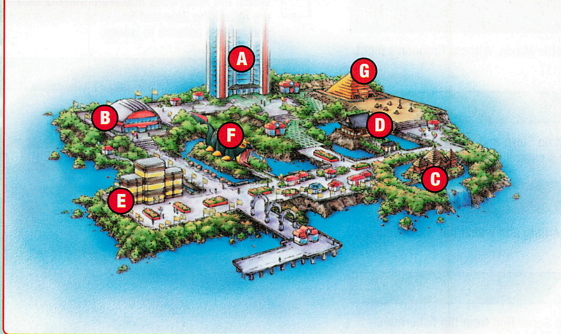


WORLD MAP

Your adventure begins in Littleroot Town, where you'll bravely embark on your quest to become Pokémon League Champion. You'll travel throughout Hoenn on foot, by bicycle, by boat and on the wings of your Pokémon. Points of interest are labeled on the map below in the order you'll first visit them.

HOENN REGION

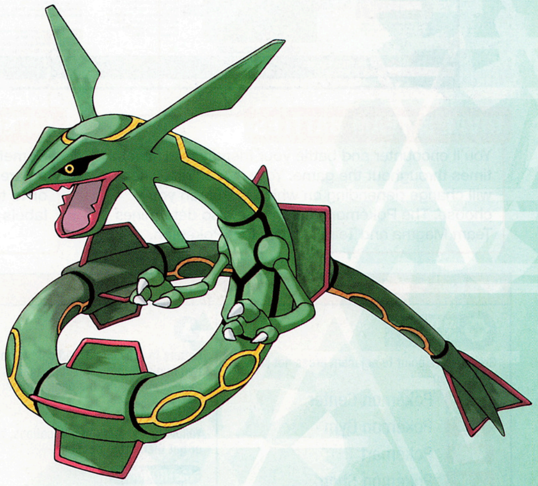
BATTLE FRONTIER



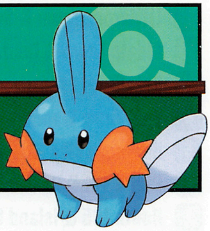
A Battle Tower 106
B Battle Dome 107
C Battle Palace 108
D Battle Arena 110
E Battle Factory 111
F Battle Pike 112
G Battle Pyramid 113

The Battle Frontier will be open to you after you defeat the Elite Four Champion Wallace, and are crowned Pokémon League Champion.

1 Littleroot Town & Route 101 33
2 Oldale Town & Routes 102 & 103 34
3 Petalburg City 35
4 Petalburg Woods & Route 104 36
5 Rustboro City 37
6 Route 116 & Rusturf Tunnel 39
7 Route 105 & Island Cave 40
8 Dewford Town & Route 106 41
9 Granite Cave 42
10 Routes 107 & 108 43
11 Abandoned Ship 43
12 Route 109 45
13 Slateport City 45
14 Route 110 & Cycling Road 47
15 Trick House 48
16 Mauville City 49
17 New Mauville 50
18 Route 117 50
19 Verdanturf Town 51
20 Routes 111 & 112 & Desert Ruins 52
21 Fiery Path 54
22 Mirage Tower 54
23 Route 113 & Fallarbor Town 55
24 Route 114 & Desert Underground 56
25 Meteor Falls 57
26 Route 115 58
27 Mt. Chimney 58
28 Jagged Pass 59
29 Magma Hideout 60
30 Lavaridge Town 61
31 Route 118 62
32 Route 119 63
33 Weather Institute 64
34 Fortree City 64
35 Route 120, Scorched Slab & Ancient Tomb 66
36 Routes 121 & 122 67
37 Safari Zone 68
38 Mt. Pyre 70
39 Route 123 71
40 Lilycove City 72
41 Aqua Hideout 75
42 Route 124 76
43 Mossdeep City 77
44 Route 125 & Shoal Cave 79
45 Routes 127 & 128 81
46 Seafloor Cavern 83
47 Route 126 85
48 Sootopolis City & Cave of Origin 86
49 Routes 129 & 130 & Mirage Island 88
50 Pacifidlog Town & Route 131 89
51 Sky Pillar 90
52 Routes 132, 133 & 134 92
53 Sealed Chamber 93
54 Ever Grande City 94
55 Victory Road 94
56 The Pokémon League 96
57 Battle Frontier 102



WALK-THROUGH KEY



We'll guide all you aspiring Pokémon Trainers through every step of your journey to become the Pokémon League Champion. We'll even help you tame the seven Frontier Brains. Every map, item location and battle strategy is at your fingertips! Consult the key below for a detailed explanation of each walk-through section and tips on using the walk-through to its fullest.

REGION MAP

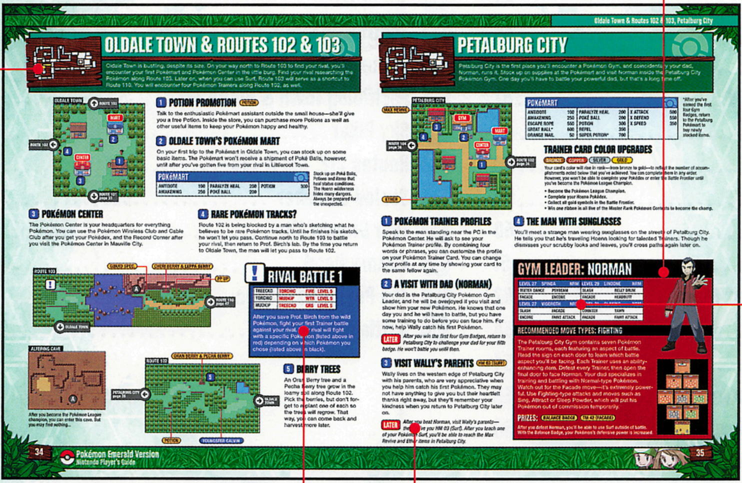
The region map highlights your location in Hoenn. Yellow squares mark towns, cities and routes. Red circles mark caves and islands.

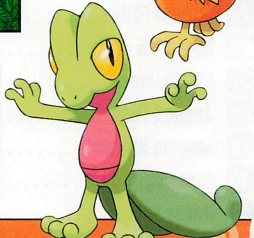
GYM LEADER

Gym Leader boxes present details and strategy for defeating each Pokémon Gym Leader. They also contain maps of the Pokémon Gym interiors.

POKéMON TYPES

Type	Abbreviation
BUG	BUG
DARK	DRK
DRAGON	DRG
ELECTRIC	ELC
FIGHTING	FTG
FIRE	FIRE
FLYING	FLY
GHOST	GHO
GRASS	GRS
GROUND	GRD
ICE	ICE
NORMAL	NRM
POISON	PSN
PSYCHIC	PSY
ROCK	RCK
STEEL	STL
WATER	WTR





RIVAL & TEAM BATTLES

You'll encounter and battle your friendly rival several times throughout the game. Your rival's first Pokémon will change depending on which Pokémon you choose. The Pokémon you choose also determines Team Magma and Team Aqua's first Pokémon.

LATER

Sometimes you'll need to return to an area later to receive a useful item or to trigger an event. Red Later labels that indicate those instances.

Map Key

ROUTE 102 page 34

Grey arrows point to adjacent areas not shown on the map.

- **CENTER** Pokémon Center
- **GYM** Pokémon Gym
- **MART** Pokémart
- **SHOP** Pokémon Shop
- **CONTEST** Pokémon Contest Hall

A

Letters in grey circles indicate connections between two maps. If the connecting map is not on the same page of the guide, the page number is listed.

GUARD SPEC.

Yellow labels mark item locations. You can find items or get them from people.

METRONOME

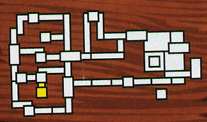
Special moves you'll learn from people you encounter are marked in green.

YOUNGSTER CALVIN

Blue labels indicate Pokémon Trainers that you can return to later to battle more than once. Check the PokéNav's "Match Call" feature.

!

The blue exclamation point indicates where you'll encounter and battle your rival or a Team Magma or Team Aqua leader. Brief battle strategy follows the symbol.



LITTLEROOT TOWN & ROUTE 101

Your family's move to Hoenn is complete. The journey was long, but Littleroot Town's peaceful atmosphere is welcoming—and you're closer to your dad's Pokémon Gym in Petalburg City. Your neighbors are friendly and will play important roles in your adventure. Unpack, settle in and explore your neighborhood!

When you choose the boy as your main character, you'll live in the house marked 1 on this map, and Prof. Birch will live in the house marked 2. If you choose the girl, the locations will be swapped.

1 YOUR NEW HOME

POTION | RUNNING SHOES | AMULET COIN | S.S. TICKET

The Pokémon movers hustle and bustle about, unloading the last of your belongings. Talk to your mom, then go upstairs and set your clock as she's requested. Turn on your PC and log into the Item Storage area to withdraw a Potion. Visit home when you can—each time you talk to your mom, she'll refresh your Pokémon for you.

LATER *If you speak to your mom after getting the Pokédex, she'll give you the Running Shoes. Speak to her again after defeating your dad, Norman, to get the Amulet Coin. Return home after you become Pokémon League Champion to get the S.S. Ticket from your dad. After you receive the PokéNav, return to your house and have your mother register her name in the item. After your dad leaves for Petalburg City, watch the news on TV. When your mother asks you the color of the strange Pokémon, answer "red" to make Latias appear, or "blue" to make Latios appear.*

2 FRIENDLY NEIGHBORHOOD RIVALRY

Your rival and neighbor will be the opposite gender from your character. Stop by and introduce yourself once you've settled in.

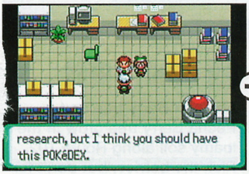
3 SAVE PROF. BIRCH

After you've met your neighbor (May or Brendan), walk north to Route 101. Prof. Birch was out doing some field study when a wild Pokémon attacked him. He needs help! Choose one of the three Pokémon inside Prof. Birch's satchel to battle with the wild Pokémon. The Pokémon you chose will become your first, so choose carefully.

4 AT THE LAB

POKéDEX | POKé BALL X5

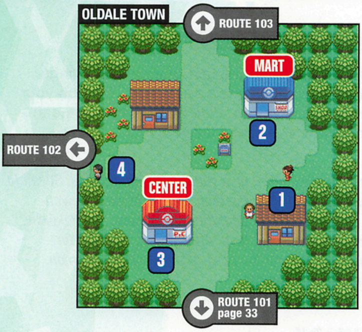
After you defeat your rival on Route 103, return to Prof. Birch's lab in Littleroot Town. Prof. Birch will give you his Pokédex and your rival will give you your first five Poké Balls.



LATER *After the news report about Latias and Latios, go to the lab. The professor will turn your Pokédex into a National Pokédex. A strange man will call you and ask that you meet on the* S.S.Tidal. *Once you become champion and register all 200 Pokemon (except Jirachi and Deoxys), visit the lab again. Prof. Birch will bestow you with Chikorita, Totodile or Cyndaquil.*

OLDALE TOWN & ROUTES 102 & 103

Oldale Town is bustling, despite its size. On your way north to Route 103 to find your rival, you'll encounter your first Pokémart and Pokémon Center in the little burg. Find your rival researching the Pokémon along Route 103. Later on, when you can use Surf, Route 103 will serve as a shortcut to Route 110. You will encounter four Pokémon Trainers along Route 102, as well.



1 POTION PROMOTION (POTION)

Talk to the enthusiastic Pokémart assistant outside the small house—she'll give you a free Potion. Inside the store, you can purchase more Potions as well as other useful items to keep your Pokémon happy and healthy.

2 OLDALE TOWN'S POKéMART

On your first trip to the Pokémart in Oldale Town, you can stock up on some basic items. The Pokémart won't receive a shipment of Poké Balls, however, until after you've gotten five from your rival in Littleroot Town.

POKéMART					
ANTIDOTE	100	PARALYZE HEAL	200	POTION	300
AWAKENING	250	POKé BALL	200		

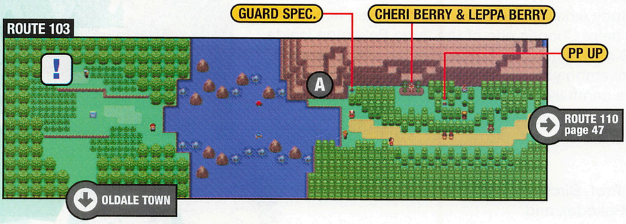
Stock up on Poké Balls, Potions and items that heal status conditions. The Hoenn wilderness hides many dangers. Always be prepared for the unexpected.

3 POKéMON CENTER

The Pokémon Center is your headquarters for everything Pokémon. You can use the Pokémon Wireless Club and Cable Club after you get your Pokédex, and the Record Corner after you visit the Pokémon Center in Mauville City.

4 RARE POKéMON TRACKS?

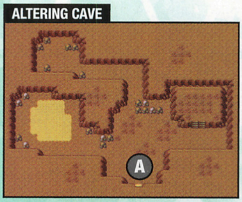
Route 102 is being blocked by a man who's sketching what he believes to be rare Pokémon tracks. Until he finishes his sketch, he won't let you pass. Continue north to Route 103 to battle your rival, then return to Prof. Birch's lab. By the time you return to Oldale Town, the man will let you pass to Route 102.



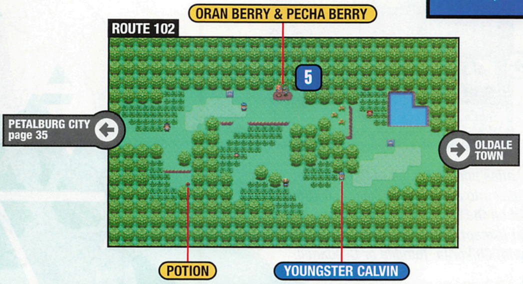
! RIVAL BATTLE 1

TREECKO	TORCHIC	FIRE	LEVEL 5
TORCHIC	MUDKIP	WTR	LEVEL 5
MUDKIP	TREECKO	GRS	LEVEL 5

After you save Prof. Birch from the wild Pokémon, fight your first Trainer battle against your rival. Your rival will fight with a specific Pokémon (listed above in red) depending on which Pokémon you chose (listed above in black).

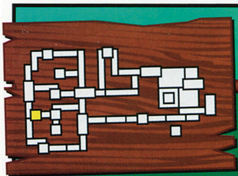


After you become the Pokémon League champion, you can enter this cave. But you may find nothing....



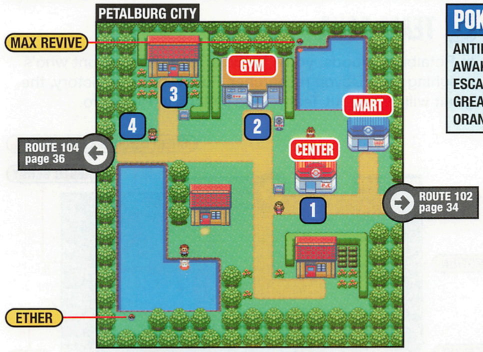
5 BERRY TREES

An Oran Berry tree and a Pecha Berry tree grow in the loamy soil along Route 102. Pick the berries, but don't forget to replant one of each so the trees will regrow. That way, you can come back and harvest more later.



PETALBURG CITY

Petalburg City is the first place you'll encounter a Pokémon Gym, and coincidentally your dad, Norman, runs it. Stock up on supplies at the Pokémart and visit Norman inside the Petalburg City Pokémon Gym. One day you'll have to battle your powerful dad, but that's a long time off.



POKéMART

ANTIDOTE	100	PARALYZE HEAL	200	X ATTACK	500
AWAKENING	250	POKé BALL	200	X DEFEND	550
ESCAPE ROPE	550	POTION	300	X SPEED	350
GREAT BALL*	600	REPEL	350		
ORANGE MAIL	50	SUPER POTION*	700		

*After you've earned the first four Gym Badges, return to the Petalburg Pokémart to buy newly stocked items.

TRAINER CARD COLOR UPGRADES

BRONZE COPPER SILVER GOLD

Your card's color will rise in rank—from bronze to gold—to reflect the number of accomplishments noted below that you've achieved. You can complete them in any order. However, you won't be able to complete your Pokédex or enter the Battle Frontier until you've become the Pokémon League Champion.

- Become the Pokémon League Champion.
- Complete your Hoenn Pokédex.
- Collect all gold symbols in the Battle Frontier.
- Win one ribbon in all five of the Master Rank Pokémon Contests to become the champ.

1 POKéMON TRAINER PROFILES

Speak to the man standing near the PC in the Pokémon Center. He will ask to see your Pokémon Trainer profile. By combining four words or phrases, you can customize the profile on your Pokémon Trainer Card. You can change your profile at any time by showing your card to the same fellow again.

2 A VISIT WITH DAD (NORMAN)

Your dad is the Petalburg City Pokémon Gym Leader, and he will be overjoyed if you visit and show him your new Pokémon. He knows that one day you and he will have to battle, but you have some training to do before you can face him. For now, help Wally catch his first Pokémon.

LATER *After you win the first four Gym Badges, return to Petalburg City to challenge your dad for your fifth badge. He won't battle you until then.*

3 VISIT WALLY'S PARENTS (HM 03 (SURF))

Wally lives on the western edge of Petalburg City with his parents, who are very appreciative when you help him catch his first Pokémon. They may not have anything to give you but their heartfelt thanks right away, but they'll remember your kindness when you return to Petalburg City later on.

LATER *After you beat Norman, visit Wally's parents—they'll give you HM 03 (Surf). After you teach one of your Pokémon Surf, you'll be able to reach the Max Revive and Ether items in Petalburg City.*

4 THE MAN WITH SUNGLASSES

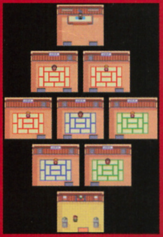
You'll meet a strange man wearing sunglasses on the streets of Petalburg City. He tells you that he's traveling Hoenn looking for talented Trainers. Though he dismisses your scrubby looks and leaves, you'll cross paths again later on.

GYM LEADER: NORMAN

LEVEL 27 SPINDA	NRM	LEVEL 29 LINOONE	NRM
TEETER DANCE	PSYBEAM	SLASH	BELLY DRUM
FACADE	ENCORE	FACADE	HEADBUTT
LEVEL 27 VIGOROTH	**NRM**	**LEVEL 31 SLAKING**	**NRM**
SLASH	FACADE	COUNTER	YAWN
ENCORE	FAINT ATTACK	FACADE	FAINT ATTACK

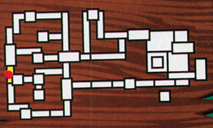
RECOMMENDED MOVE TYPES: FIGHTING

The Petalburg City Gym contains seven Pokémon Trainer rooms, each featuring an aspect of battle. Read the sign on each door to learn which battle aspect you'll be facing. Each Trainer uses an ability-enhancing item. Defeat every Trainer, then open the final door to face Norman. Your dad specializes in training and battling with Normal-type Pokémon. Watch out for the Facade move—it's extremely powerful. Use Fighting-type attacks and moves such as Sing, Attract or Sleep Powder, which will put his Pokémon out of commission temporarily.



PRIZES: BALANCE BADGE · TM 42 (FACADE)

After you defeat Norman, you'll be able to use Surf outside of battle. With the Balance Badge, your Pokémon's defensive power is increased.

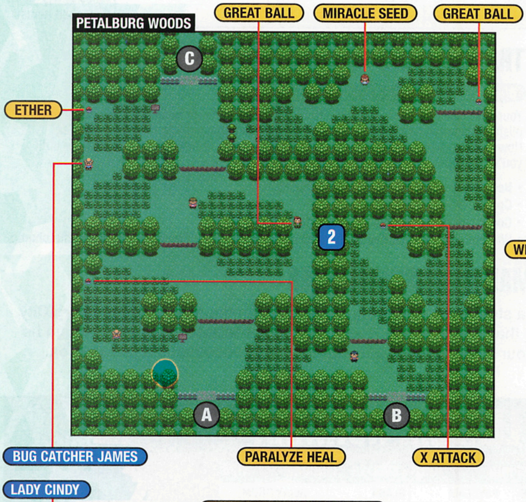


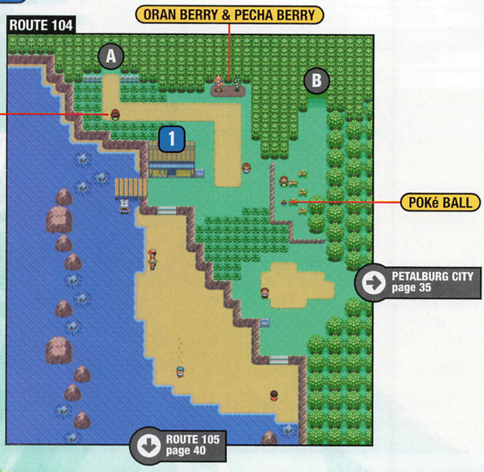
PETALBURG WOODS & ROUTE 104

Route 104 and Petalburg Woods are crawling with eager Pokémon Trainers and new Pokémon, so whip out some Poké Balls and get your Pokémon ready for some battle action! After you get HM 01 (Cut) in Rustboro City and defeat Gym Leader Roxanne, you can remove the saplings that block your way to the right half of Petalburg Woods.

1 MR. BRINEY'S COTTAGE

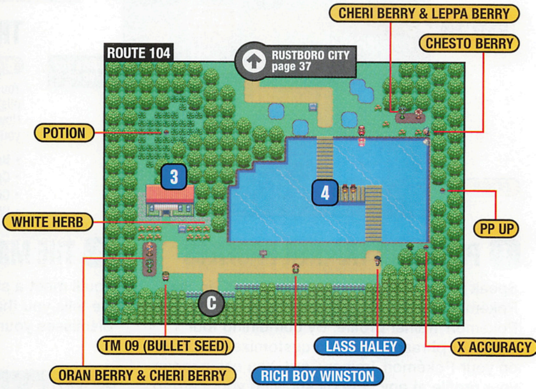
LATER *After you help Mr. Briney save Peeko, you'll be able to hitch a ride on his ship to Dewford Town and Slateport City.*





2 TEAM AQUA

In Petalburg Woods, you'll battle a Team Aqua Grunt who's roughing up a Devon researcher. Following your victory, the grunt will jaw about Team Aqua's plans in Rustboro.



FLOWER SHOP

BIG PLANT	5,000	GORGEOUS PLANT	5,000	RED PLANT	3,000
COLORFUL PLANT	5,000	PRETTY FLOWER	3,000	TROPICAL PLANT	3,000

3 FLOWER SHOP

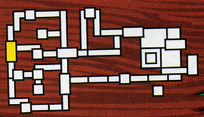
WAILMER PAIL · BERRY (RANDOM)

Learn about berries at the Pretty Petal flower shop. One of the sisters inside will give you the Wailmer Pail, which you can use to water growing berry plants. The youngest sister in the Pretty Petal store will give you a random berry once per day.

LATER *After you get the Dynamo Badge in Mauville City, a woman standing outside the Pretty Petal Flower Shop will give you the White Herb.*

4 TWO-ON-TWO BATTLE (GINA & MIA)

You'll encounter your first Pokémon Trainer team on the bridge on Route 104. Arrange your Pokémon so the two you want to battle are in the left and top slots of your lineup. Talk to twins Gina and Mia to engage in your first Double Battle. Learn from the experience—there will be many similar encounters.



RUSTBORO CITY

The towering buildings and lamplit streets of Rustboro City create quite a scene. The bustling metropolis is the largest city you've visited yet and is the setting of your first Pokémon Gym challenge. It's also home to unique establishments such as the Devon Corporation and the Pokémon Trainer's School. You'll return to Rustboro City many times during your Hoenn travels.

1 CUTTER'S HOUSE (HM 01 (CUT))

When Rustboro City was expanding, Mr. Cutter used his Pokémon and HM 01 (Cut) to clear the land of trees to make room for construction. His work is over now, so he wants you to have his HM 01. You won't be able to use Cut outside of battle yet, but it's a powerful Normal-type move in combat.

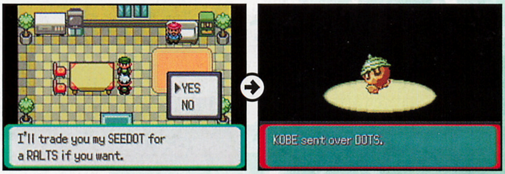
After you've defeated Gym Leader Roxanne in Rustboro City, you can use HM 01 (Cut) outside of battle. Cut down thin trees that block any hidden paths.

2 POKéMON TRAINER'S SCHOOL (QUICK CLAW)

Even Pokémon Trainers need an education to become masters. Stop by the Pokémon Trainer's School and talk to the students to learn some basic Pokémon strategy about status effects and held items. Talk to the teacher who is leading the class—he'll give you the powerful Quick Claw item. The mysterious man in sunglasses is observing the lesson from the corner. Talk to him.

3 POKéMON TRADE (CHESTO BERRY)

If you've got a wild Ralts in your party, you can trade it for a Seedot from the boy in the house. Otherwise, return once you've caught a Ralts. Your new Seedot, named Dots, comes holding a Chesto Berry, which counteracts the Sleep condition.



POKéMART

ANTIDOTE	100	REPEL	350
ESCAPE ROPE	550	SUPER POTION	700
PARALYZE HEAL	200	TIMER BALL*	1,000
POKé BALL	200	X ATTACK	500
POTION	300	X DEFEND	500
REPEAT BALL*	1,000	X SPEED	350

*The Repeat Ball and Timer Ball don't show up in the Pokémart inventory until after you've gone into the Rusturf Tunnel.

4 A THIEF IS ON THE LOOSE!

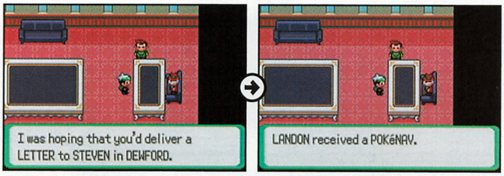
You've got your first shiny Gym Badge and you're all set to go through Route 116 when a frantic Devon staff member bumps into you. He'll explain that he was robbed and point you in the direction that the thief fled. Pursue the thief through Route 116 and into Rusturf Tunnel to retrieve the stolen Devon Goods and to rescue Mr. Briney's Peeko.

5 DEVON CORPORATION

LETTER | POKéNAV | EXP SHARE

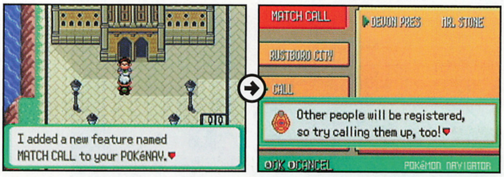
Devon Corporation is responsible for many of Hoenn's most useful inventions, such as the Running Shoes, Pokédex and Pokémon Navigator. You will recieve the PokéNav for all your help so far. After you've delivered the Letter to Steven and taken the Devon Goods to Slateport City, return to get the Exp. Share item from the president as thanks for all your help.

LATER *When you find a special Fossil in the desert, bring it to the Devon Corporation. Talk to the scientist who developed a device to resurrect Pokémon from fossils—he'll bring your fossil to life!*



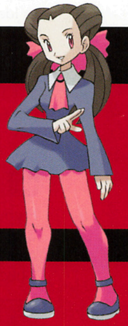
6 MATCH CALL

When you exit the Devon Corporation headquarters, a scientist will walk up to meet you. He will equip your PokéNav with the Match Call function, which will record the names and locations of certain Trainers around Hoenn. You will also occasionally receive messages from Trainers you've already battled via the Match Call.



LATER *Once you have helped Mr. Stone recover the papers and received the PokéNav, your rival will confront you as you leave Rustboro City.*

GYM LEADER: ROXANNE

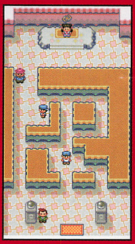


LEVEL 12	GEODUDE RCK-GRD
TACKLE	DEFENSE CURL
ROCK THROW	ROCK TOMB
LEVEL 12	**GEODUDE RCK-GRD**
TACKLE	DEFENSE CURL
ROCK THROW	ROCK TOMB

LEVEL 15	NOSEPASS RCK
BLOCK	HARDEN
TACKLE	ROCK TOMB

RECOMMENDED MOVE TYPES: GRASS, WATER

The Rustboro City Pokémon Gym has a simple design. There are four Pokémon Trainers in the gym to warm up with. Both Trainers and Roxanne use Rock-and-Ground-type and Rock-type Pokémon. Bring along any Pokémon that have Grass- or Water-type attacks to earn an easy victory. If you chose Torchic as your first Pokémon, the battle will be a little tougher than if you'd chosen Treecko or Mudkip. Although Makuhita is a Fighting-type Pokémon, it is a good choice to take into the battle with you.



PRIZES: STONE BADGE | TM 39 (ROCK TOMB)

After you defeat Roxanne, you'll be able to use HM 01 (Cut) outside of battle. The Stone Badge increases your Pokémon's attack power.

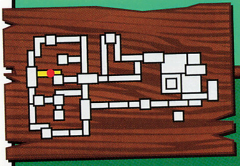
! RIVAL BATTLE 2

TREECKO		
LOTAD	WTR-GRS	LEVEL 13
TORCHIC	FIRE	LEVEL 15
TORCHIC		
TORKOAL*	FIRE	LEVEL 13
SLUGMA*	FIRE	LEVEL 13
MUDKIP	WTR	LEVEL 15
MUDKIP		
WINGULL	WTR-FLY	LEVEL 13
TREECKO	GRS	LEVEL 15

* If you selected Torchic at the beginning of the game and your character is a boy, your rival will have a Torkoal in her party. If your character is a girl, your rival will have a Slugma instead.

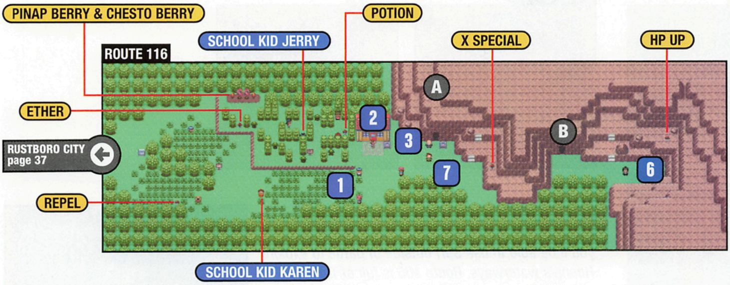
RECOMMENDED MOVE TYPES: GRASS, FLYING, WATER

Your rival will have caught an extra Pokémon by the time of your second battle. The Pokémon he or she brings to the fight depends on which Pokémon the rival began with, and is of a near-opposite type of his or her first.



ROUTE 116 & RUSTURF TUNNEL

Route 116 links Rustboro City and Rusturf Tunnel. There are many new Pokémon to find along this path—some of them are indigenous to this area, so take time to comb the high grass. Keep an eye out for wily Pokémon Trainers who wish to battle, and for helpful items in Poké Balls lying in the grass. Just beyond the woods of Route 116, Rusturf Tunnel links Rustboro City and Verdanturf Town, though you won't be able to travel through the underground passage until later.



LATER *You won't be able to reach the right side of the map until you can pass through Rusturf Tunnel from Verdanturf Town. Collect the HP UP and the Blackglasses from the Verdanturf Town entrance. You won't need HM 06 (Rock Smash) to get them.*

1 DOUBLE TROUBLE

Double battles are virtually unavoidable along this route, so heal your party before wandering through the fields. Move higher-level Pokémon to the front of the queue to beef up the frontline.

2 TUNNELER'S REST HOUSE

In between work shifts, the tunnel diggers used to relax inside the nearby rest house. Since the tunnel project was abruptly halted to protect the native Pokémon, the tunnelers are now on an indefinite break. After you rescue poor Peeko (see tip 3) you'll be able to enter the lounge and converse with the laborers.

3 SAVE POOR PEEKO!

A distraught elderly man (Mr. Briney) will recount his tale of woe when you approach him. A thug absconded his beloved Wingull, Peeko, and took her into the tunnel. After that man!

4 CORNERED THIEF — DEVON GOODS

Team Magma and Team Aqua Grunts aren't the brightest thieves. Corner the Grunt in Rusturf Tunnel. Talk to the Grunt to initiate a fight, then defeat him to retrieve the Devon Goods and free the frightened Peeko he's been holding hostage.

5 RUSTURF TUNNEL — HM 04 (STRENGTH)

Inside Rusturf Tunnel, you'll see a man fervently digging at the bedrock that blocks the way to Verdanturf Town. His beloved awaits his arrival in Verdanturf Town. One day soon you'll be able to help reunite the couple.

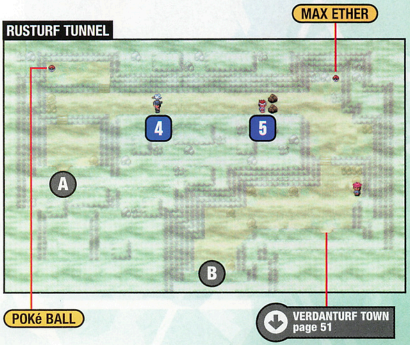
LATER *After you get HM 06 (Rock Smash) in Mauville City and defeat Gym Leader Wattson, you'll be able to clear Rusturf Tunnel. The man inside will give you HM 04 (Strength).*

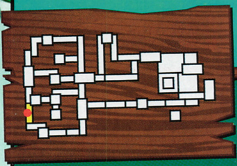
6 BLACKGLASSES

Outside the Verdanturf Town side of Rusturf Tunnel, there's a man who has lost his glasses. Search the ground nearby to find the Blackglasses. They aren't what the man was looking for, but they'll be very useful to you.

7 DEVON STAFF MEMBER — REPEAT BALL

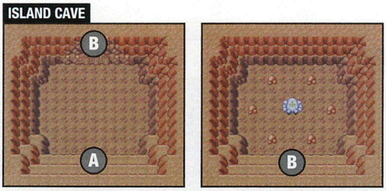
LATER *Go through Rusturf Tunnel from Verdanturf Town and talk to the Devon staff member who's standing outside the entrance on Route 116. He'll give you your first Repeat Ball. You'll have the option of buying more at a Pokémart.*





ROUTE 105 & ISLAND CAVE

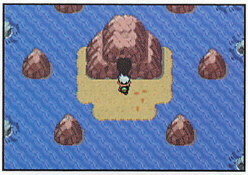
Route 105 is an ocean passage, dappled with jutting rocks and small islands. You'll first pass through Route 105 on Mr. Briney's boat. You can't visit any of the islands or battle any of the Pokémon Trainers along Route 105 until you've learned Surf, so sit back and take in the scenery during the leisurely ride to Dewford Town.

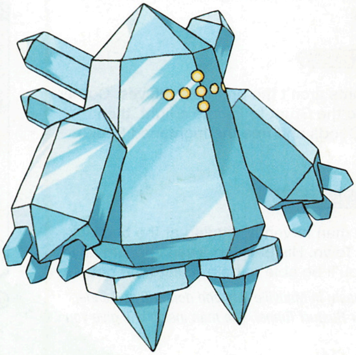


LATER *After you get HM 03 (Surf) and beat Norman in Petalburg City's Pokémon Gym, you'll be able to use Surf outside of battle to explore Hoenn's waterways. Route 105 is full of Trainers who are enjoying a refreshing swim and want to battle. You can also encounter new Pokémon by surfing and by fishing in the cool, deep waters on Route 105.*

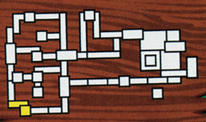
1 THE SECRET OF ISLAND CAVE

LATER *Island Cave, along Route, 105 may look like a simple stone island, but there's a very rare Pokémon inside. Travel to the Sealed Chamber on Route 134 (page 93). Solve the ancient mysteries within the Sealed Chamber to open Island Cave's secret door, then enter to find Regice awaiting you.*





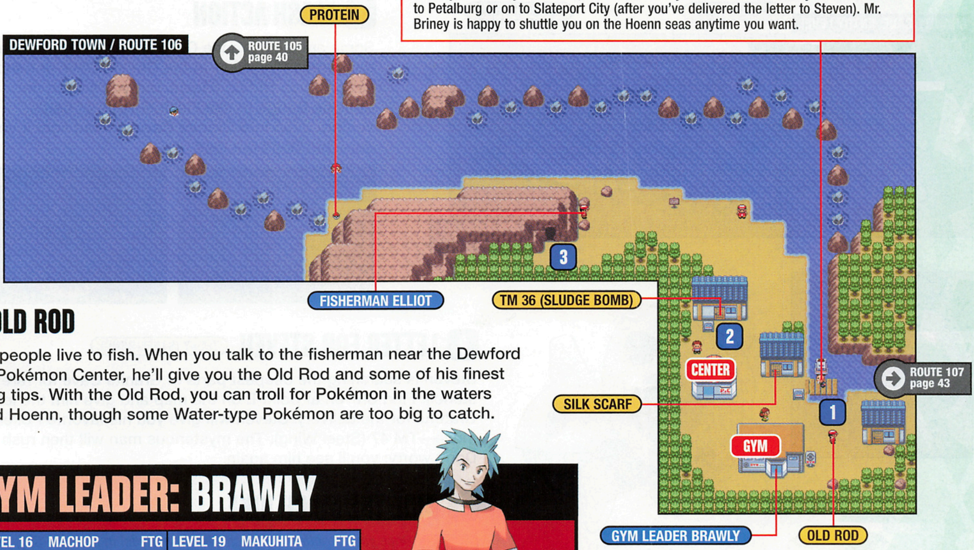
Once inside Island Cave, you'll need to run a lap around the room's perimeter to open the secret door to the inner chamber. You'll confront the rare Regice in the next room, so have an Ultra Ball or Master Ball handy.



DEWFORD TOWN & ROUTE 106

Dewford Town is a small island community filled with rustic and colorful culture. It is home to the second Pokémon Gym, where Gym Leader Brawly is the big man about town. Visit Dewford Hall to learn about trendy happenings around Dewford and to meet some of the quirky locals.

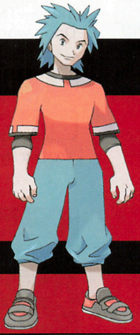
When you're ready to set sail, talk to Mr. Briney. From Dewford Town you can sail back to Petalburg or on to Slateport City (after you've delivered the letter to Steven). Mr. Briney is happy to shuttle you on the Hoenn seas anytime you want.



1 OLD ROD

Some people live to fish. When you talk to the fisherman near the Dewford Town Pokémon Center, he'll give you the Old Rod and some of his finest casting tips. With the Old Rod, you can troll for Pokémon in the waters around Hoenn, though some Water-type Pokémon are too big to catch.

GYM LEADER: BRAWLY



LEVEL 16	MACHOP FTG
KARATE CHOP	LOW KICK
SEISMIC TOSS	BULK UP

LEVEL 19	MAKUHITA FTG
ARM THRUST	VITAL THROW
REVERSAL	BULK UP

LEVEL 16	MEDITITE FTG-PSY
FOCUS PUNCH	LIGHT SCREEN
REFLECT	BULK UP

RECOMMENDED MOVE TYPES: FLYING, PSYCHIC

The Dewford Town Pokémon Gym is shrouded in darkness. Trainers of Fighting-type Pokémon hone their skills in the shadows. You must defeat three Trainers before you reach Gym Leader Brawly. When you enter the Dewford Gym, you can see only in a small radius around you. After you defeat each Trainer, the visible area will become larger. Pokémon with Flying- and Psychic-type attacks are the most formidable against the gym's Fighting-type Pokémon. Moves such as Confusion, Gust, Peck and Wing Attack are very effective.

PRIZES: KNUCKLE BADGE, TM 08 (BULK UP)

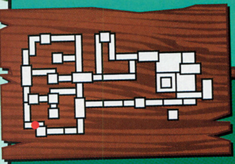
When you have the Knuckle Badge, all Pokémon at or below Level 30 will obey you, and you can use HM 05 (Flash) outside of battle to illuminate dark areas.

2 DEWFORD HALL

Dewford's hot spot, Dewford Hall, is where all the townsfolk meet to swap news and learn what's hip in Hoenn. Being from such a small, isolated town, Dewford's citizens are easily influenced by highfalutin outsiders. When people ask what you think is trendy, create a new phrase that'll start the next craze!

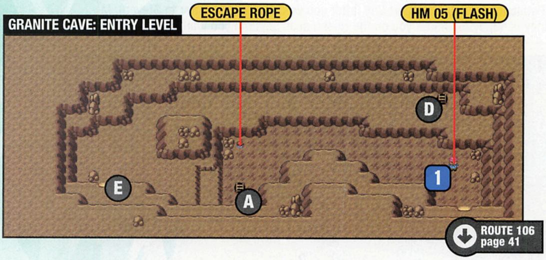
3 STONE-COLLECTING STEVEN

Devon Corporation's Mr. Stone asked you to deliver a letter to Steven in Dewford Town. Talk to the hiker standing inside the Granite Cave entrance to learn that Steven has gone searching for rare stones deep within the cave. You'll need to reach him to deliver the letter.



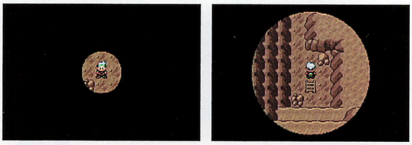
GRANITE CAVE

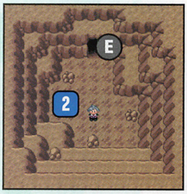
Granite Cave is a deep, extensive cavern that holds many secrets and Pokémon exclusive to the area, such as Aron and Abra. You can explore the cave anytime, but it's much easier when you can use HM 05 (Flash) outside of battle to light the way. Certain areas of Granite Cave are inaccessible without the Mach Bike.

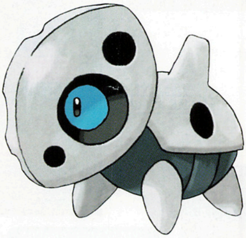


1 FLASH ACTION

Some areas of Granite Cave are extremely dark and dangerous. The hiker at the Granite Cave entrance will give you HM 05 (Flash), but you'll need the Knuckle Badge to use Flash outside of battle. Venture deep into Granite Cave without light if you dare, but don't get lost!







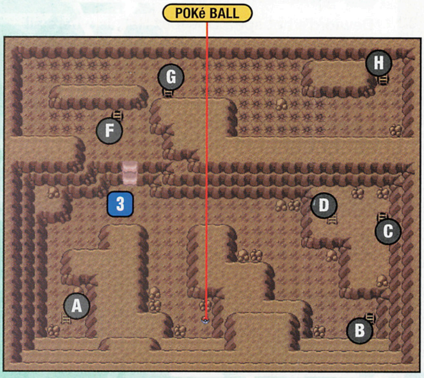
2 LETTER FOR STEVEN

TM 47 (STEEL WING)

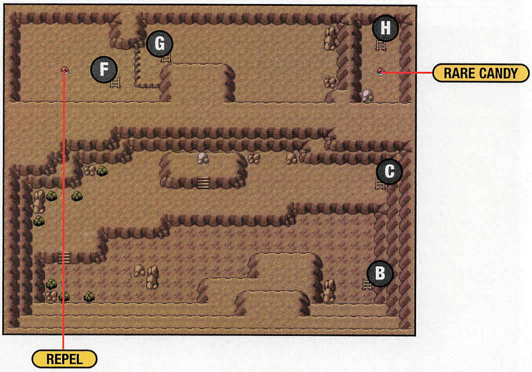
Steven is searching the deepest parts of Granite Cave for rare stones. Find Steven at point E on the map and give him the letter. Grateful for the delivery, Steven will give you his favorite Pokémon move—TM 47 (Steel Wing). The mysterious man will then rush off. Don't worry; you'll see him again.

3 RIDE THE MACH BIKE

LATER *Once you've gotten the Mach Bike from Rydel in Mauville City, you can ride up sandy slopes. Return to Granite Cave and pedal up the slope on level B1 to reach a secret area and collect some rare items.*

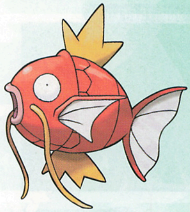


Granite Cave's two basement floors are dark and winding. You can explore the area without Flash, but it'll be tough. After you defeat Brawly, return with Flash and light the way to each stairway and item.

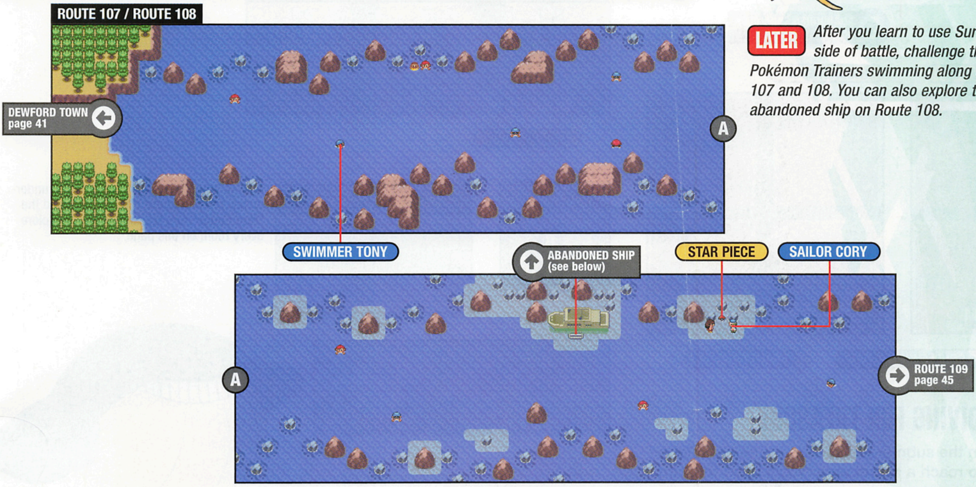


ROUTES 107 & 108

Routes 107 and 108 are ocean passages. You'll pass through both routes on Mr. Briney's boat. You can return to the area to do some exploring after you've learned to use Surf.

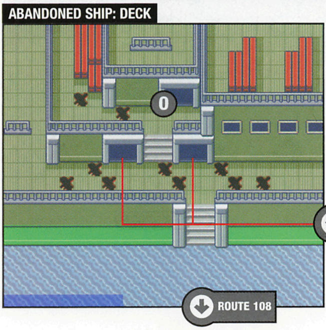


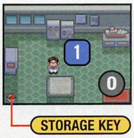
LATER *After you learn to use Surf outside of battle, challenge the Pokémon Trainers swimming along Routes 107 and 108. You can also explore the abandoned ship on Route 108.*



ABANDONED SHIP

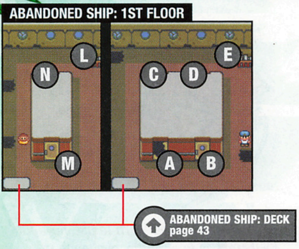
Once a mighty seafaring vessel, the abandoned ship is now grounded off the coast of Hoenn, along Route 108. You'll need to use Surf to reach the ship, along with the various Trainers and items inside it.

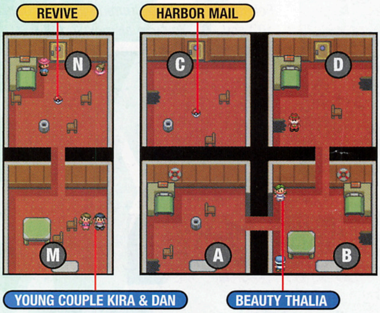


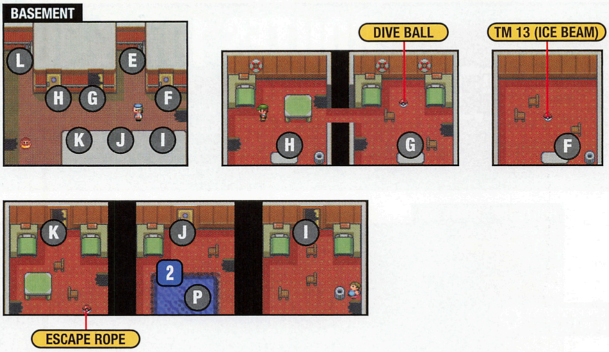


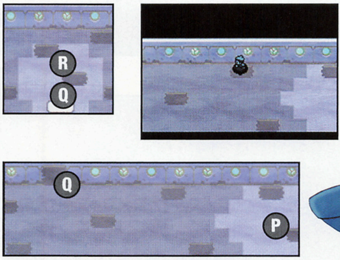
1 IN SEARCH OF THE SCANNER

You'll encounter a scientist who is searching the abandoned ship for a Scanner on behalf of Capt. Stern. Unfortunately, he hasn't had much luck in locating the device. Search for the Storage Key in the lower-left corner of the room (marked O on the map to the left)—use it to open the door labeled G on the map on page 44.

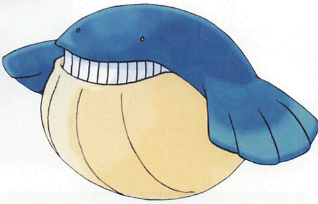






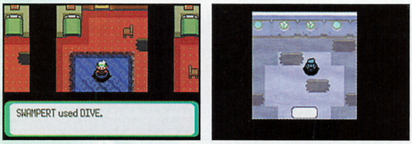


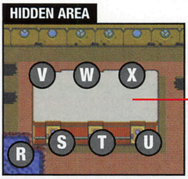
A large area of the abandoned ship is underwater. You must have HM 08 (Dive) and the Mind Badge from Mossdeep City to explore every room on this page.



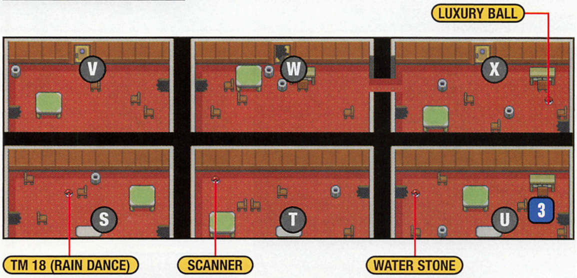
2 DIVING FOR TREASURE

Dive in the submerged portion of the abandoned ship to reach a secret area. You'll need to swim through a large underwater corridor to a small room with holes in the floor. Resurface after you pass through door Q to find the hidden area.



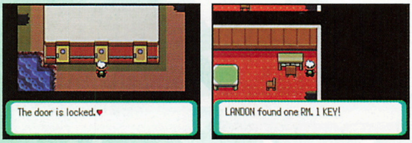


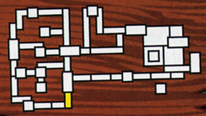
The Abandoned Ship's hidden area is confusing to get through. Check tip 3 for guidance in getting through the locked doors.



3 GLITTERING KEYS

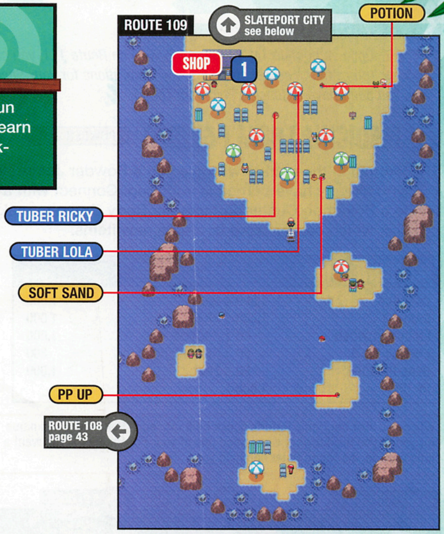
The six-room cabin holds treasure. The rooms are numbered counter-clockwise starting with Room R. You'll need three keys to access the six rooms and retrieve the Scanner in room S. Find them in the following locations on the map: Room 1 key: Room T; Room 6 key: Room U; Room 2 key: Room V.





ROUTE 109

You'll find plenty of Trainers basking in the sun and treading water on Route 109. After you learn Surf, explore the small islands along the rock-lined route.

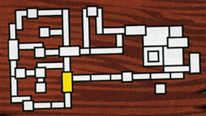


1 SODA POP STOP — SODA POP

The Seashore House's owner loves witnessing thrilling battles between skilled Pokémon Trainers. If you can defeat all three Trainers inside the establishment, he'll award you with a six-pack of refreshing Soda Pop. It's a tasty and refreshing drink that restores HP.

SHOP	
SODA POP	300

After you've defeated the three Trainers in the Seashore House, you can buy more Soda Pop anytime.



SLATEPORT CITY

Cradled by the ocean tide, Slateport City is a bustling port town. Ships arrive from all over Hoenn, delivering a wide variety of unique goods to the city shops. The island metropolis is home to the Oceanic Museum and its founder, local celebrity Capt. Stern. Later on, you'll be able to hitch a ride on the *S.S. Tidal* from Slateport Harbor.

1 DELIVER THE DEVON GOODS

Talk to Dock inside Stern's Shipyard. Capt. Stern commissioned him to design a ferry. He'll ask you to deliver the Devon Goods to Capt. Stern, but he doesn't know where the captain has gone.

2 OCEANIC MUSEUM — TM 46 (THIEF)

Pay ₽50 to enter the Oceanic Museum. Talk to the Team Aqua members and get TM 46 (Thief) from the Grunt you battled earlier. Talk to Capt. Stern upstairs, then defeat the two intruders.

LATER *After you get HM 03 (Surf) and defeat Norman in Petalburg City, there will be TV reporters interviewing Capt. Stern outside of the Oceanic Museum.*

3 REGISTER SCOTT IN YOUR POKéNAV

Following your victory over the Team Aqua Grunts, you'll bump into your sunglassed acquaintance outside the museum. He'll introduce himself as Scott, and you'll register yourselves in each other's PokéNav.

4 BATTLE TENT — TM 41 (TORMENT) — FULL HEAL

Speak with the sailor to the left of the desk. He'll give you TM 41 (Torment) for listening to him ramble. While you're at the Battle Tent, consider entering a Battle Swap event. Once you enter, you'll be loaned three Pokémon for a Single Battle. With each successive win, you'll have the option to trade one Pokémon of your choice. Flex your Trainer muscles and try to win three battles in a row.

5 POKéMON FAN CLUB — BLUE SCARF — GREEN SCARF — PINK SCARF — RED SCARF — SOOTHE BELL — YELLOW SCARF

Talk to the woman wearing a dress in the Pokémon Fan Club. She'll examine the first Pokémon in your party to see if it is fond of you. If it likes you enough, the lady will hand you a Soothe Bell. If the first Pokémon in your party has an outstanding condition (Cool, Beauty, Smart, etc.) the Pokémon Fan Club chairman will give you a scarf that reflects the color of the condition.

LATER *Talk to the reporter in the Pokémon Fan Club and give her a message about your Pokémon. She will broadcast your interview on the local channel, so check a TV set now and again.*

6 SECRET STORE

LATER *Once you obtain TM 43 (Secret Power) on Route 111, you can return to the secret store and buy decorations for your Secret Base. You don't have to teach a Pokémon TM 43.*

7 MEDICINE FROM POWDER

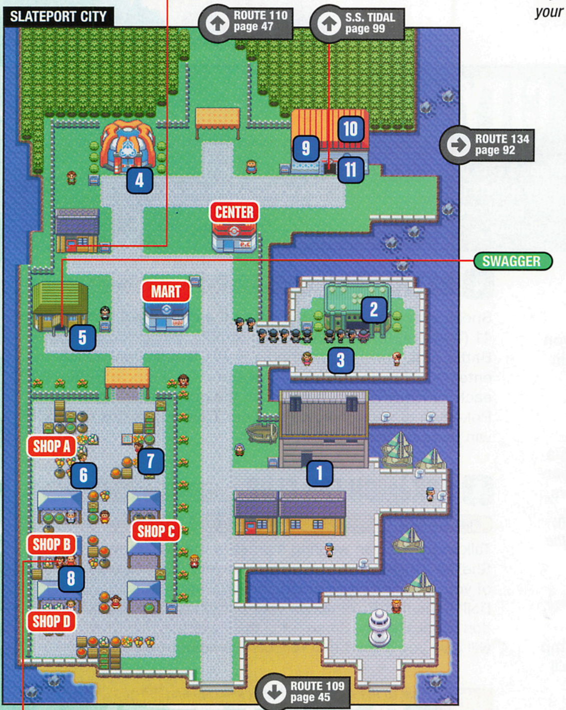
POWDER JAR

The woman in the market will give you a Powder Jar, provided that you already have berries in your bag. Connect with a friend inside a Pokémon Center and use the Berry Crush to make powder, which can be used to create new items.

MEDICINE SHOP

CALCIUM	1,000	IRON	1,000
CARBOS	1,000	PP UP	1,000
ENERGYPOWDER	50	PROTEIN	1,000
ENERGY ROOT	80	REVIVAL HERB	300
HEAL POWDER	50	ZINC	1,000
HP UP	1,000		

When you visit the Name Rater's house he'll rate each Pokémon's nickname for you. If you dislike what you named one of your Pokémon or if you want a little change, the Name Rater can help you.



The Energy Guru wants to see energetic Pokémon. If the first Pokémon in your party is energetic enough when you talk to the Energy Guru, she'll give you a special ribbon. Energize your Pokémon through battles.

8 HALF-PRICE GOODS

LATER *After you become the Pokémon League Champion, the Energy Guru will sell you items at half-price on special bargain days. When a TV shows his ad, head to his store to get the best deals in Hoenn!*

9 TROUBLE IN THE HARBOR

LATER *After you visit Mt. Pyre and encounter Team Magma's leader, pursue the nefarious bunch to Slateport City. When they steal the submarine, head to their hideout near Lilycove City.*

10 DELIVER THE SCANNER

DEEPSEATOOTH **DEEPSEASCALE**

LATER *Dive to find the Scanner deep within the abandoned ship (see page 44), then deliver it to Capt. Stern in Slateport City. Stern will give you the Deepseatooth or Deepseascale.*

11 SAIL ON THE *S.S. TIDAL*

LATER *Once you've won the prestigious Pokémon League Champion title, you can ride the luxurious* S.S. Tidal *between Slateport City and Lilycove City. See page 99 for more details. After you meet Scott following your Elite Four victory, you can travel to the Battle Frontier.*

POKéMART

ANTIDOTE	100	POKé BALL	200
ESCAPE ROPE	550	POTION	300
GREAT BALL	600	REPEL	350
HARBOR MAIL	50	SUPER POTION	700
PARALYZE HEAL	200		

SHOP A

A NOTE MAT	500	E NOTE MAT	500
B NOTE MAT	500	F NOTE MAT	500
BLUE BALLOON	500	G NOTE MAT	500
BLUE BRICK	500	RED BALLOON	500
C HIGH NOTE MAT	500	RED BRICK	500
C LOW NOTE MAT	500	YELLOW BALLOON	500
D NOTE MAT	500	YELLOW BRICK	500

After you receive TM 43 (Secret Power), the upper-left merchant will sell you the above items.

SHOP B

CALCIUM	9,800	IRON	9,800
CARBOS	9,800	PROTEIN	9,800
HP UP	9,800	ZINC	9,800

Items at the Energy Guru's shop are half-price on bargain days. Use the above items to boost your Pokémon's stats.

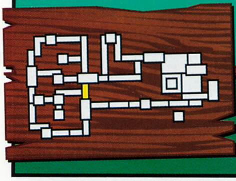
SHOP C

TM 10 (HIDDEN POWER)	3,000	TM 43 (SECRET POWER)	3,000

After you receive TM 43 (Secret Power), the merchant on the right side will sell you the above items.

SHOP D

AZURILL DOLL	3,000	SKITTY DOLL	3,000
MARILL DOLL	3,000		



ROUTE 110 & CYCLING ROAD

The area between Slateport and Mauville is a hybrid of natural landscapes and modern innovation. Route 110 is a grassy tract flanked by clear waters. Overhead, bicyclists can take in the scenery while zipping between the two cities. You'll walk through the reeds along Route 110 your first time through, so watch for wild Pokémon.

1 REGISTER PROF. BIRCH

Prof. Birch will ask where his offspring went (May or Brendan, depending on the gender of your character) before registering himself in your PokéNav.

2 TEAM ROADBLOCK

Some Team Magma or Team Aqua members have formed a troublesome roadblock along Route 110. After you've defeated the rest of the team at the Oceanic Museum in Slateport City, the roadblock crew will take a hike.

3 NO PEDESTRIANS ALLOWED

Cycling Road is strictly for bicyclists to enjoy, so the attendants won't let pedestrians pass. You need to get a Mach Bike or an Acro Bike from Rydel's Cycles in Mauville City before you can take the high road over Route 110.

4 TRICK MASTER'S TRICK HOUSE

The Trick Master loves spending hours laying out intricate mazes in his Trick House. If you can make it to the end of the labyrinth, he'll give you a prize! Consult the maps on page 48.

5 MACH BIKE CHALLENGE

LATER *Ride your Mach Bike from Mauville City to Slateport City—the man at the end of Cycling Road will keep track of your record. Check your progress on the signboard.*

6 ENTRANCE TO NEW MAUVILLE

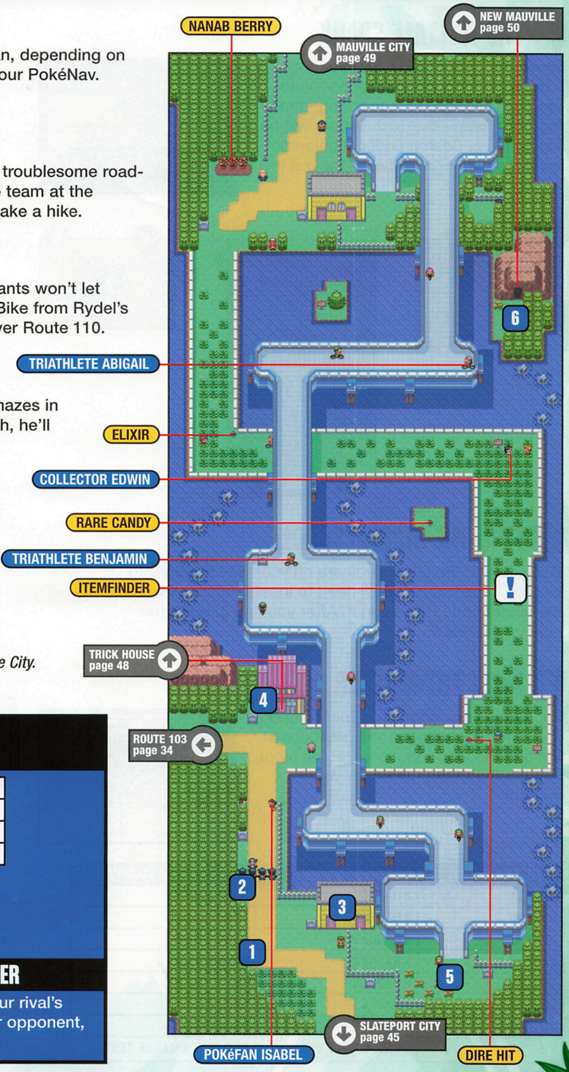
LATER *After you've received HM 03 (Surf) and the Balance Badge in Petalburg City, get the Basement Key from Wattson in Mauville City. Enter New Mauville to shut down the generator.*

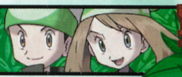
! RIVAL BATTLE 3

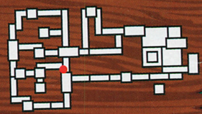
TREECKO			MUDKIP		
WINGULL	WTR-FLY	LEVEL 18	SLUGMA	FIRE	LEVEL 18
LOMBRE	WTR-GRS	LEVEL 18	WINGULL	WTR-FLY	LEVEL 18
COMBUSKEN	FIRE-FTG	LEVEL 20	GROVYLE	GRS	LEVEL 20
TORCHIC					
LOMBRE	WTR-GRS	LEVEL 18			
SLUGMA	FIRE	LEVEL 18			
MARSHTOMP	WTR-GRD	LEVEL 20			

RECOMMENDED MOVE TYPES: ELECTRIC, FLYING, WATER

Your Pokémon should all be around the same level as your rival's Pokémon. If you are having a difficult time defeating your opponent, spend more time training your Pokémon in battle.





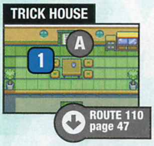


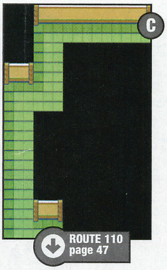
TRICK HOUSE

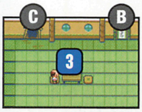
The Trick Master prides himself on being the best maze designer in Hoenn. Each time you earn a new Gym Badge, check in at the Trick House to see what the crafty little man has whipped up. The house's mazes require you to use new HMs that you have learned. You won't be able to attempt the same maze twice, so don't miss the hidden items on your run through.

1 THE TELLTALE SPARK

When the Trick Master completes a new labyrinth, he'll hide and observe your progress. Search for a sparkling spot in the front room—the Trick Master will be hiding there. Search under cushions, behind plants or anywhere else you think he is.







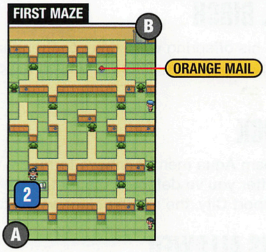
2 FIND THE HIDDEN SCROLL

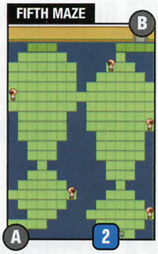
Defeat all the Pokémon Trainers on your way through. To exit the Trick House, you'll need to locate the scroll with the secret code written on it. After you find it, exit whenever you're ready.

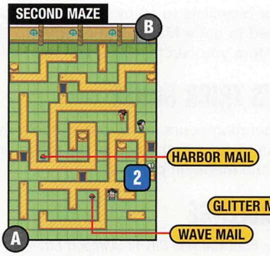
3 MEET THE MASTER

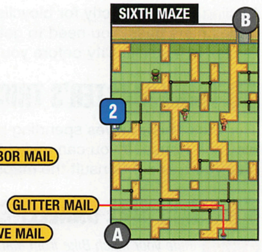
Each time you complete a Trick House maze, the Trick Master will greet you at the exit. He'll give you a prize; the more difficult the maze, the better your reward!

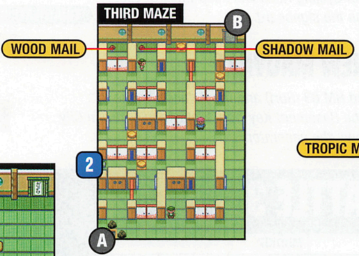
TRICK HOUSE VISIT	REQUIRED FOR ENTRY	REWARD AFTER COMPLETION
VISIT #1	2 BADGES	RARE CANDY
VISIT #2	3 BADGES	TIMER BALL
VISIT #3	4 BADGES	HARD STONE
VISIT #4	5 BADGES	SMOKE BALL
VISIT #5	6 BADGES	TM 12 (TAUNT)
VISIT #6	7 BADGES	MAGNET
VISIT #7	8 BADGES	PP MAX
VISIT #8	ENTER BATTLE FRONTIER	RED TENT OR BLUE TENT

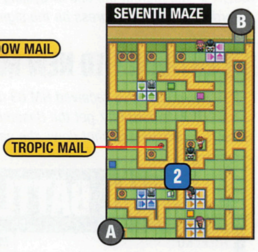


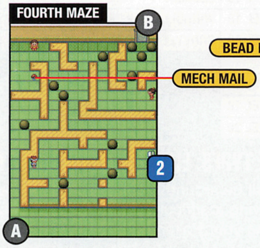


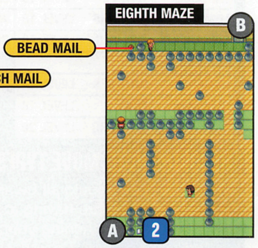


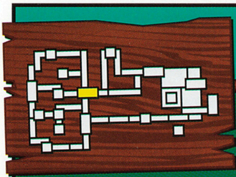










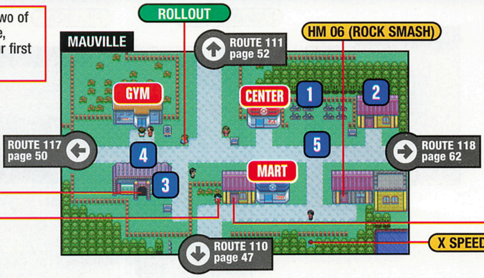


MAUVILLE CITY

Mauville City is a buzzing hub in the center of Hoenn. One of Mauville City's prime attractions is the Mauville Game Corner, where you can while away the hours with various games of chance. Stop by Rydel's Cycles to get a free bike, and don't forget to visit the city's Pokémon Center to experience an exciting new feature!

A girl inside the Game Corner won two of the same doll. She will offer you one, which will look suspiciously like your first Pokémon.

You never know who or what you'll see on TV. A man in Mauville City urges you to watch TV whenever you can. TV shows can be a useful source of information, as well as entertainment. Who knows—maybe you will appear on TVs across Hoenn someday!



POKéMART

ANTIDOTE	100	POKé BALL	200
AWAKENING	250	SUPER POTION	700
DIRE HIT	650	X ACCURACY	950
GREAT BALL	600	X ATTACK	500
GUARD SPEC.	700	X DEFEND	550
PARALYZE HEAL	200	X SPEED	350

COIN CASE A woman in Mauville City is looking for some Harbor Mail. Buy some in Slateport City, then take it back to the woman. In return, she'll give you the Coin Case, which you need to play games at the Mauville Game Corner.

1 RECORD CORNER OPENS

A new, Pokémon Center feature has opened in Mauville City! Visit the Cable Club or Wireless Club on the Pokémon Center's second floor and talk to the clerk to learn about mixing game records. When you share data, games swap special information, such as Secret Base locations. You can mix game records with a friend via a Game Boy Advance Game Link cable or Wireless Adapter. The special guest on the Pokémon Center's ground floor will switch positions with the guest in your friend's game after you link up.

2 RYDEL'S CYCLES MACH BIKE ACRO BIKE

Rydel is a kind and generous man. When he hears that you've run from Littleroot Town to Mauville City, Rydel will give you a free bicycle of your choice. If you want to trade that bike for the other one later, just ask Rydel.

3 COIN GAMES OF CHANCE

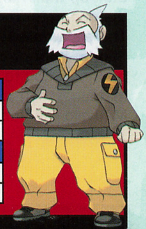
Obtain the Coin Case from the woman in Mauville City. You'll need it to hold coins so you can play the games in the Mauville City Game Corner. Buy 50 coins for ₽1,000 or 500 coins for ₽10,000 and try your luck at games such as slots and roulette. The prizes are listed below.

TM 13 (ICE BEAM)	4,000 COINS	TM 35 (FLAMETHROWER)	4,000 COINS
TM 24 (THUNDERBOLT)	4,000 COINS	MUDKIP DOLL	1,000 COINS
TM 29 (PSYCHIC)	3,500 COINS	TORCHIC DOLL	1,000 COINS
TM 32 (DOUBLE TEAM)	1,500 COINS	TREECKO DOLL	1,000 COINS

4 WALLY'S ASPIRATIONS

Wally is standing outside the Mauville City Pokémon Gym with his uncle, and the young man is eager to see how much he's grown as a Pokémon Trainer. Defeat Wally in a Pokémon battle to show him that he isn't quite ready to take on Gym Leader Wattson. Afterward, he'll be registered in your PokéNav. You'll be able to call him anytime.

GYM LEADER: WATTSON



LEVEL 20 VOLTORB	ELC	LEVEL 22 MAGNETON	ELC-STL
ROLLOUT	SPARK	SUPERSONIC	SHOCK WAVE
SELFDESTRUCT	SHOCK WAVE	THUNDER WAVE	SONICBOOM
LEVEL 20 ELECTRIKE	**ELC**	**LEVEL 24 MANECTRIC**	**ELC**
SHOCK WAVE	LEER	QUICK ATTACK	THUNDER WAVE
QUICK ATTACK	HOWL	SHOCK WAVE	HOWL

RECOMMENDED MOVE TYPE: GROUND

The Mauville City Pokémon Gym is supercharged with Electric-type Pokémon and their Trainers. You'll need to defeat five Trainers before you'll get to face Wattson. The Gym Trainers use a wide array of Electric-type Pokémon, some of which are dual-types. Step on the lightning-bolt switches to move around the electric barriers within the gym. Keep your Water-type and Flying-type Pokémon stored for this battle, or they'll get zapped. Ground-type Pokémon withstand Electric-type moves the best, and Ground-type attacks do massive damage against Electric-and-Steel-type Pokémon.

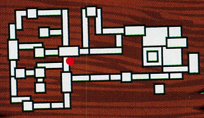
PRIZES: DYNAMO BADGE TM 34 (SHOCK WAVE)

With the Dynamo Badge, your Pokémon's Speed increases and you can use HM 06 (Rock Smash) outside of battle. You'll also win TM 34 (Shock Wave)—an attack with amazing accuracy.

5 NEW MAUVILLE BASEMENT KEY TM 24 (THUNDERBOLT)

LATER *Meet Wattson near the Mauville City Pokémon Gym after you've received Surf and the Balance Badge from Petalburg City. Wattson will request that you travel to New Mauville and shut off the generator inside. Take the Basement Key that Wattson hands you and proceed to New Mauville, which is on a small island on Route 110. Turn off the generator by flipping the switch (see page 50). Wattson will give you TM 24 (Thunderbolt) for helping him out.*

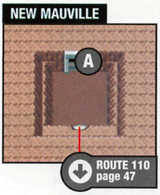
NEW MAUVILLE

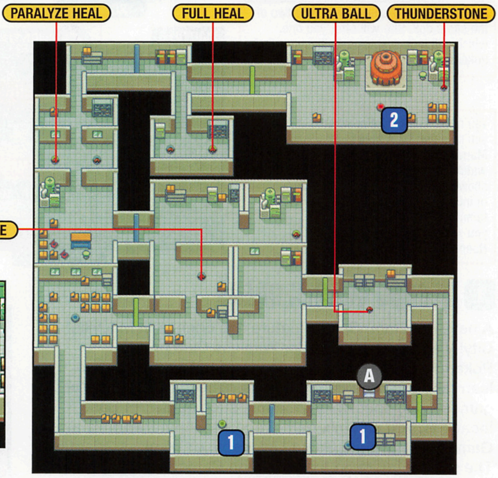


The underground area that stretches from Route 110 to Mauville City is called New Mauville. The generator in New Mauville provides electricity to the nearby city. You'll need to use Surf to reach the island entrance to the underground tunnel network. Many Electric- and Electric-and-Steel-type Pokémon inhabit New Mauville, so bring a few Ground-type Pokémon to battle with.

1 BLUE & GREEN GATES

New Mauville is a maze of boxes, switches and gates. You can hear the generator's low hum throughout the entire area. Blue and green switches in New Mauville operate the blue and green gates. You can't have the blue gates and the green gates open simultaneously, so think ahead before you activate a switch.

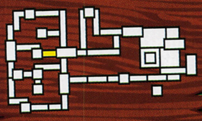




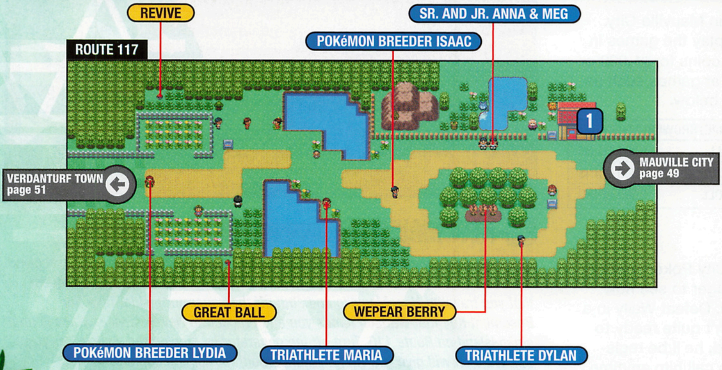
2 GENERATOR'S RED SWITCH

Pick up the Thunderstone along the generator room's right wall. There's a round red switch on the floor in front of the generator. Step on the switch to turn off the machine, then return to Wattson in Mauville City for your reward.

ROUTE 117

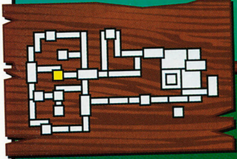


Lush grasses, clear ponds and aromatic flower beds fill Route 117—it's a wonderful environment for Grass-type and Water-type Pokémon. Trainers stroll and exercise along the inviting path between Mauville City and Verdanturf Town. The Pokémon Day Care is also located along Route 117—stop in and say hello to the Day Care Man and his wife.



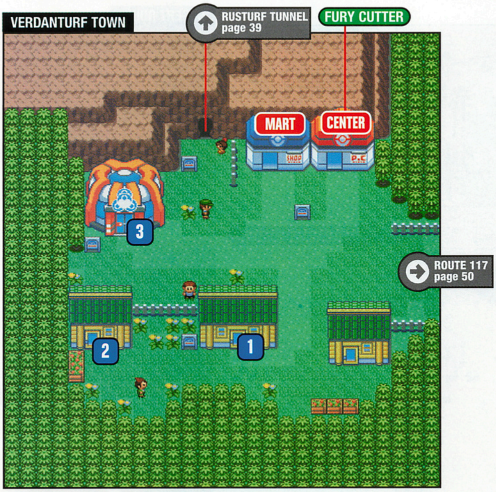
1 POKéMON DAY CARE

The elderly couple that runs the Pokémon Day Care loves to nurture young Pokémon. You can leave one or two Pokémon at the Pokémon Day Care while you travel. Day Care-raised Pokémon will learn moves at a slightly different rate from Trainer-raised Pokémon, but Day Care is a good option for Pokémon that you don't have time to raise yourself. When you want to take a Pokémon out of the Day Care, you must pay a fee. If you leave a male and a female Pokémon at the Pokémon Day Care, you could be surprised with a Pokémon Egg when you return!



VERDANTURF TOWN

Nestled in Hoenn's pristine highlands, Verdanturf Town is known for its clean air. Wally is staying with his cousin Wanda in Verdanturf Town to improve his health. Open the Rusturf Tunnel with Rock Smash, finally connecting the two towns and reuniting the separated couple.



1 WALLY'S RELATIVES

Wally is staying with his uncle's family in Verdanturf Town. Since his arrival, his health has improved noticeably. His uncle isn't sure if it's the environment or the Pokémon that are raising his spirits. Talk to Wally to see how he's doing.

LATER *After you open the Rusturf Tunnel with Rock Smash, the couple inside the tunnel will finally reunite. You can visit the couple in Verdanturf Town, where Wally's uncle resides. The girl who was waiting inside the tunnel is none other than Wally's cousin, Wanda.*

POKéMART

ANTIDOTE	100	GREAT BALL	600	REPEL	350
AWAKENING	250	ICE HEAL	250	SUPER POTION	700
BURN HEAL	250	NEST BALL	1,000	X SPECIAL	350
FLUFFY TAIL	1,000	PARALYZE HEAL	200		

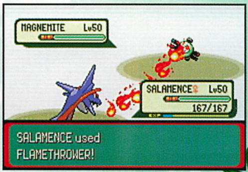
2 DO YOUR POKéMON LIKE YOU?

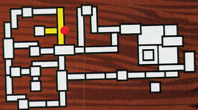
The lady who lives in the left-hand house in Verdanturf Town has a knack for evaluating the relationship between a Pokémon and its Trainer. Talk to the lady—she'll tell you how the first Pokémon in your party feels about you.

3 BATTLE TENT

TM 45 (ATTRACT) NEST BALL

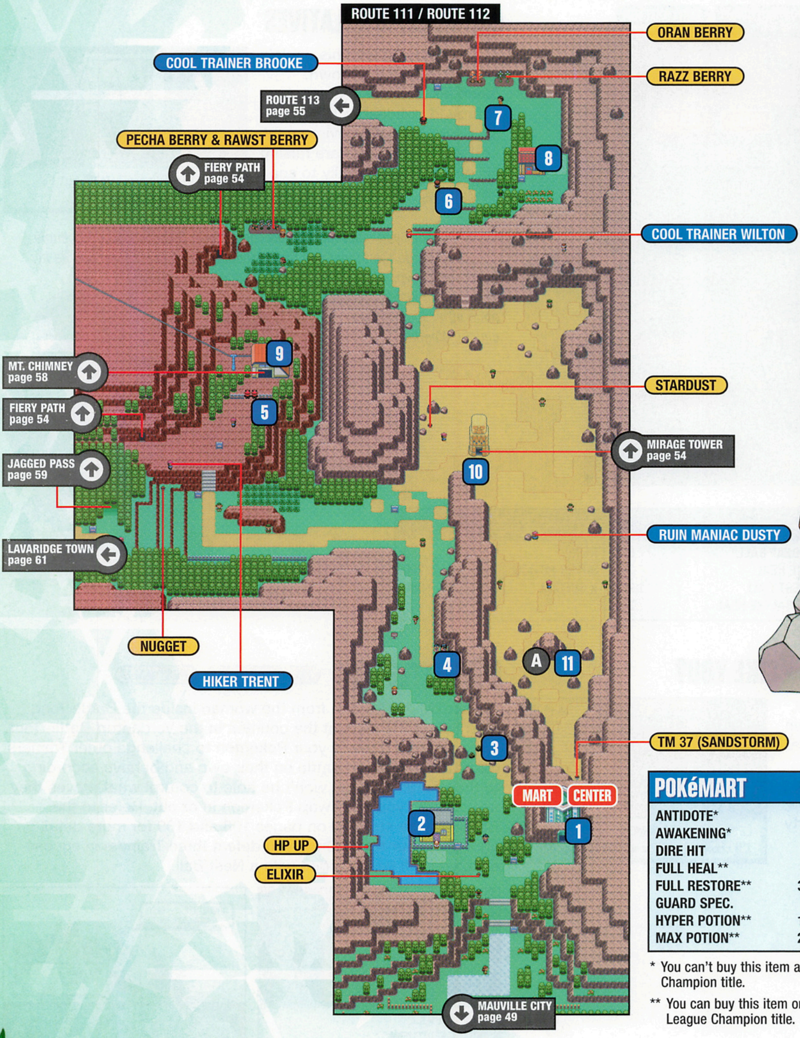
Obtain TM 45 (Attract) from the woman inside the Battle Tent, then talk to the clerk at the counter. In the Verdanturf Battle Tent, you can enter three of your Pokémon to challenge other Trainers for prizes. Pokémon battle on their own and behave according to their nature, so you won't be able to control what moves they use, though you can swap Pokémon in or out. Refer to the Battle Palace strategy on pages 108 and 109 for more detail on choosing your team. Once you defeat three Trainers in succession, you will be rewarded with a Nest Ball.

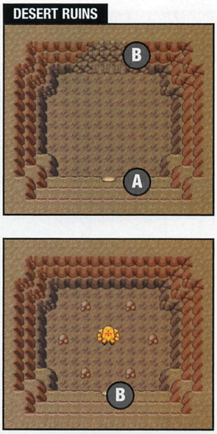


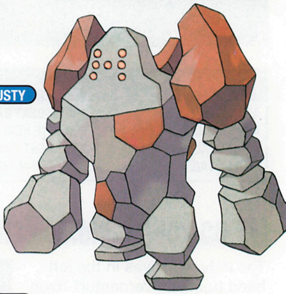


ROUTES 111 & 112 & DESERT RUINS

Nestled between the jagged mountains, Route 111 is a grassy vally that connects Mauville City to the Desert Ruins. You'll need to travel through Routes 112 and 113 to skirt the sunbaked and weather-worn lands surrounding the ruins. A wild sandstorm rages through the desert, making it impossible to navigate without a pair of Go-Goggles, which you'll receive in Lavaridge Town.







POKéMART

ANTIDOTE*	100	PARALYZE HEAL*	200
AWAKENING*	250	REVIVE**	1,500
DIRE HIT	650	SUPER POTION*	700
FULL HEAL**	600	X ACCURACY	950
FULL RESTORE**	3,000	X ATTACK	500
GUARD SPEC.	700	X DEFEND	550
HYPER POTION**	1,200	X SPECIAL	350
MAX POTION**	2,500	X SPEED	350

* You can't buy this item after you've won the Pokémon League Champion title.

** You can buy this item only after you've won the Pokémon League Champion title.

1 TRAINER HILL

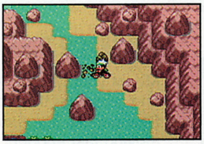
Trainer Hill hosts an event called Time Attack. In it, you must race to the top of the tower, defeating Trainers along the way. The Trainer Pokémon will match your highest level Pokémon; make sure your Pokémon's levels are similar, or else you'll be outmatched. You will have to navigate through some mazelike rooms over slippery surfaces, jumps and obstacles, and fight tough adversaries along the way. Once you reach the top, you'll receive a gift from the host. Afterward, you can check your scores on the Time Board.

2 THE WINSTRATE FAMILY — MACHO BRACE

The Winstrate family loves to take on Pokémon Trainers who are willing to fight all four of them back-to-back. A team of Pokémon with Flying-, Water- and Electric-type attacks is a good choice. Battle Winstrates Victor, Victoria, Vivi and Vicky to receive the Macho Brace.

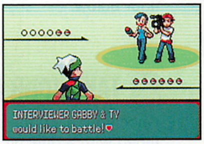
3 ROCK SMASH

Some fallen boulders are blocking a stretch of Route 111. Make sure you have a Pokémon with HM 06 (Rock Smash) in your party, and smash the boulders to clear the way.



4 INTERVIEWER GABBY & TY

Interviewer Gabby and Ty travel all over Hoenn, searching for up-and-coming Pokémon Trainers to interview. The pair will ask you to battle their Level-17 Magnemite and Level-17 Whismur. When you defeat the Trainer pair, they'll interview you about the battle.



5 TURN BACK

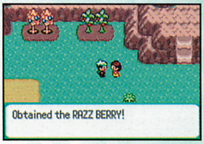
The Mt. Chimney cable car is temporarily out of commission, thanks to Team Magma. The Grunts mention that the rest of their crew is headed to Fallarbor Town. Follow them to Fallarbor Town through the Fiery Path.

6 SECRET POWER — TM 43 (SECRET POWER)

Talk to the boy standing near the large tree on Route 111—he'll give you TM 43 (Secret Power). You can use the Normal-type move to attack during battle or to create your own Secret Base in the Hoenn countryside.

7 BERRY GIRL — RAZZ BERRY

The enthusiastic farmer girl along Route 111 will give you a Razz Berry the first time you talk to her. You can visit her once a day, and she'll give you a berry each time. Remember to replant and water berries after you pick them.

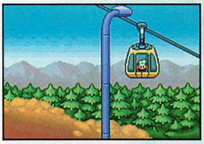


8 OLD LADY'S REST STOP

A generous old lady has opened her home to weary Pokémon and their Trainers. Visit the aged woman along Route 111 and rest your Pokémon for free. You can visit her as many times as you need to—she loves the company.

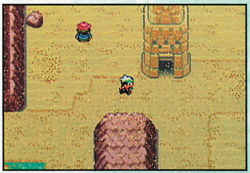
9 MT. CHIMNEY CABLE CAR

LATER *The Mt. Chimney cable car will begin running after Team Magma steals the Meteorite from Meteor Falls on Route 114. Riding the Mt. Chimney cable car is the only way to reach Lavaridge Town.*



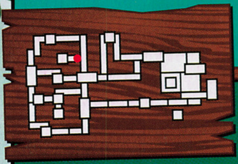
10 MIRAGE TOWER

LATER *After you obtain the Go-Goggles, you can explore the desert safely. With a bit of luck, you'll find the Mirage Tower. You'll need the Mach Bike and the Rock Smash move to ascend its gritty levels.*



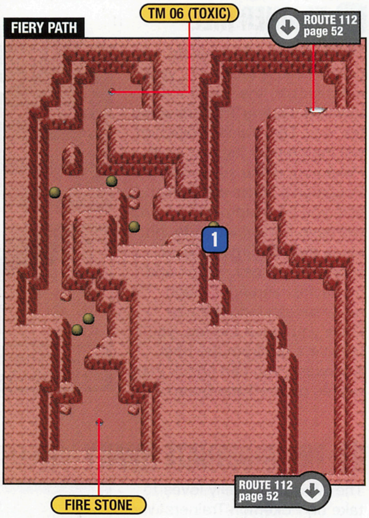
11 RARE POKéMON IN THE RUINS

LATER *After you've solved the mysteries in the Sealed Chamber (see page 93), you can enter the cave in the Desert Ruins. Read the braille on the wall, then walk left two spaces, down two more and activate Rock Smash. Regirock will greet you in the inner chamber.*



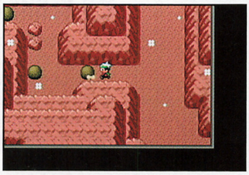
FIERY PATH

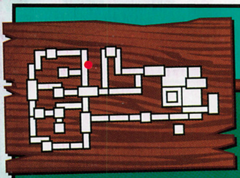
The Fiery Path cuts a swath through Mt. Chimney and connects two areas of Route 112. Many Fire-type Pokémon live here.



1 THE STRENGTH TO MOVE BOULDERS

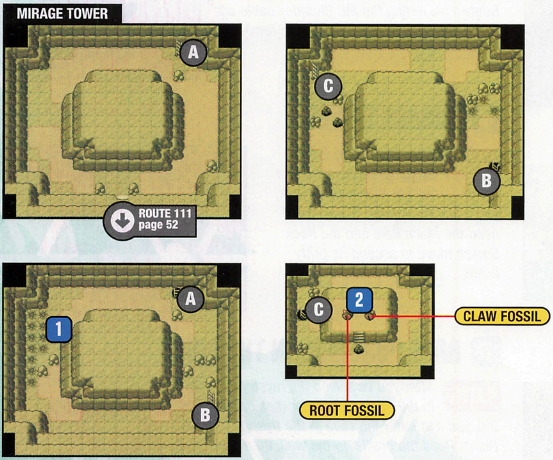
LATER *You'll need to obtain the Heat Badge by defeating Gym Leader Flannery in Lavaridge Town before you can fully explore the Fiery Path. You will use the Strength move outside of combat to nudge heavy boulders out of your way. Plan ahead before pushing rocks around; if you push a stone the wrong way, you'll have to leave the area to reset its position before trying again.*





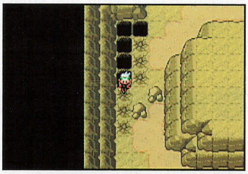
MIRAGE TOWER

Trainers with a flair for archaeology have been known to scour the Desert Ruins for priceless artifacts. Enter the musty crypts of Mirage Tower once you've acquired the Mach Bike and the Rock Smash move. Navigate the rotted floor tiles and oversized rubble on your climb to the summit. Two ancient fossils are resting quietly on a damaged pedestal. Which one will you recover?



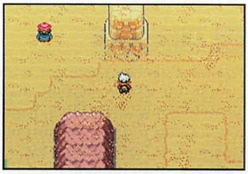
1 MACH BIKE MANEUVERS

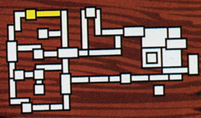
Mount your Mach Bike and race over the cracked floor panels. If you aren't moving fast enough, the ground will give way and you'll crash through to the floor below.



2 TAKE YOUR PICK

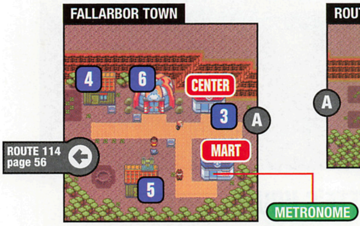
Once you reach the top floor of Mirage Tower, you'll be faced with a difficult choice. Before you are two rare finds—the Root Fossil and the Claw Fossil. Choose the one that you'd like to resurrect. The tower will then sink into the sand, carrying the other fossil with it. But is it gone forever?

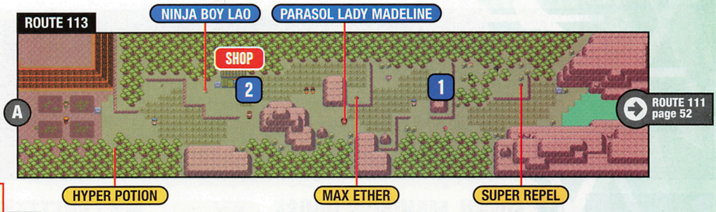




ROUTE 113 & FALLARBOR TOWN

Snowlike volcanic ash drifts down from Mt. Chimney, covering Route 113 in a chalky blanket. Pokémon and their Trainers lurk in the dusty powder, so be wary of ambushes. Nearby Fallarbor Town is a small community nestled at the foot of Mt. Chimney. It boasts a few unique attractions, such as Professor Cozmo's lab, the Move Tutor's house and the Super Rank Pokémon Contest Hall.





POKéMART

ANTIDOTE	100	SUPER POTION	700
DIRE HIT	650	SUPER REPEL	500
ESCAPE ROPE	550	X ATTACK	500
GREAT BALL	600	X DEFEND	550
GUARD SPEC.	700	X SPECIAL	350
PARALYZE HEAL	200	X SPEED	350

GLASS WORKSHOP

BLACK FLUTE	1,000 steps	RED FLUTE	500 steps
BLUE FLUTE	250 steps	WHITE FLUTE	1,000 steps
PRETTY CHAIR	6,000 steps	YELLOW FLUTE	500 steps
PRETTY DESK	8,000 steps		

1 NINJA BOY AMBUSH

As you approach a suspicious-looking mound of volcanic ash, Ninja Boy Lao will leap out and challenge you to a Pokémon battle. Ninjas pride themselves on being stealthy and quick—the Pokémon they carry reflect that. Hoenn's ninjas camouflage themselves then leap out at unsuspecting Trainers. A keen eye can spot them and predict the battle.

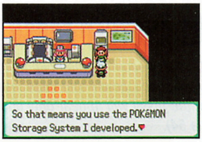
2 THE GLASS WORKSHOP

SOOT SACK

The Glass Workshop on Route 113 is known for its quality items. Talk to the workshop owner—he'll give you the Soot Sack. Collect volcanic ash in the sack by walking, running and riding your bike through ash-covered grass. Exchange your ash at the workshop for the items shown in the chart on this page.

3 LANETTE'S PC

Meet Lanette in Fallarbor Town's Pokémon Center. Lanette designed the Pokémon Storage System that you've been using. If you visit her later on Route 114, the storage system will be named Lanette's PC. Lanette is pleased to see Pokémon Trainers using her state-of-the-art PC.



4 MOVE TUTOR'S HOUSE

Fallarbor Town's Move Tutor can teach moves to any Pokémon. However, he can teach a Pokémon only moves that it once knew, but forgot as it leveled up. The Move Tutor takes Heart Scales as payment for his service.

LATER *Heart Scales are hard to come by until you can use HM 08 (Dive) outside of battle. Use the Itemfinder to find Heart Scales buried in the sand on a beach, or on the ocean floor. Check the ocean floor from Routes 124 to 128 for the best results. You can also use the Good Rod or the Super Rod on Route 128 or in Ever Grande City to catch a Luvdisc—they sometimes carry Heart Scales.*

5 PROF. COZMO'S LAB

TM 27 (RETURN)

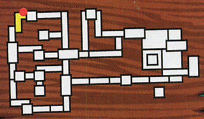
Enter Professor Cozmo's lab and talk to his assistant to learn that Cozmo went to Meteor Falls with Team Magma. Something smells fishy. Find the professor and his shady escorts at Meteor Falls to see what's going on.

LATER *Professor Cozmo had his heart set on getting the Meteorite for his research. When Team Magma steals it from Meteor Falls, Professor Cozmo is left feeling depressed and hopeless. Get the Meteorite back at Mt. Chimney's summit and bring it to Professor Cozmo. He'll reward you with TM 27 (Return).*

6 BATTLE TENT

HYPER POTION

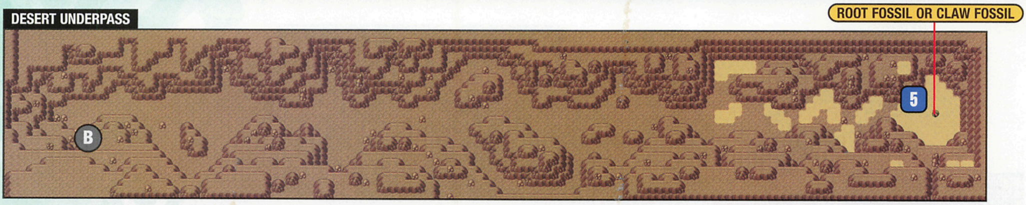
The Fallarbor Battle Tent hosts Set KO Tourney events. Each challenger enters three of his own Pokémon for a three-round, three-turn match. If both contestants are conscious after the last turn, a judge will decide the winner based on the following scores: Mind, Skill and Body (see page 110 for more details). Defeat three Trainers in a row to win a Hyper Potion.

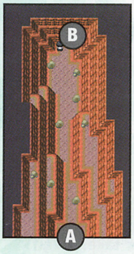


ROUTE 114 & DESERT UNDERPASS

Route 114 is a rugged path that connects Fallarbor Town to Meteor Falls. Look for new Pokémon as you hike the path. Enter the Fossil Maniac's house after you become Pokémon League Champion; you'll be able to search Desert Underpass. Remember the fossil you didn't choose at Mirage Tower (see page 54)? Now is your chance to recover it. Scour the length of the underground valley and retrieve the elusive artifact.

DESERT UNDERPASS





1 FOSSIL MANIAC'S HOUSE

TM 28 (DIG)

The Fossil Maniac lives along Route 114, where he digs for hours on end searching for rare Pokémon fossils. Talk to the Fossil Maniac's younger brother inside the house to obtain TM 28 (Dig) so you can go on your own archaeological digs.

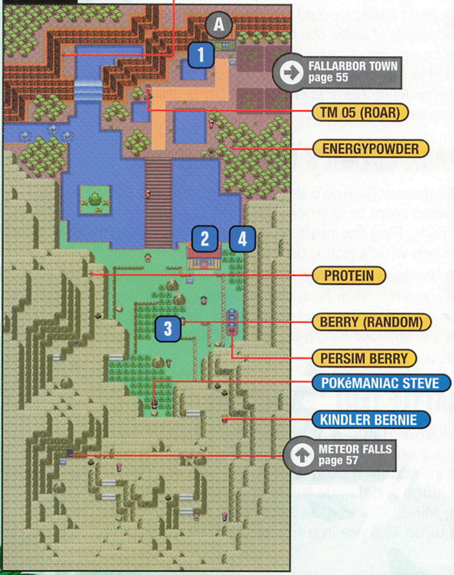
2 LANETTE'S HOUSE

LOTAD DOLL

After you meet Lanette in Fallarbor Town's Pokémon Center, visit her house along Route 114. She'll apologize about the mess (programmers aren't very tidy), then bestow you with a decorative doll. She'll also offer some advice about her storage system.

LATER RARE CANDY *You won't be able to reach Route 114's northwestern corner until you can use Waterfall outside of battle. After you get HM 07 (Waterfall) in the Cave of Origin and defeat Gym Leader Wallace in Sootopolis City to get the Rain Badge, use Waterfall to reach the Rare Candy hidden on the ledge above the waterfall.*

ROUTE 114



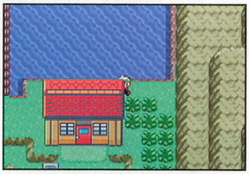
3 A BERRY PER DAY

BLUK BERRY NANAB BERRY PINAP BERRY RAZZ BERRY WEPEAR BERRY

An enthusiastic Pokémon Trainer is collecting berries so he can win every Pokémon Contest. If you talk to him, he'll give you one of the five berry types listed above. The generous boy will give you one berry per day, so visit him often!

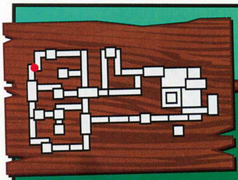
4 SLIP BEHIND LANETTE'S HOUSE

Three Persim Berry plants are growing on a ledge to the right of Lanette's house. Walk or ride your bike on a narrow path behind the house to reach the rare berries.



5 GET ANOTHER FOSSIL

LATER *After becoming the Pokémon League Champion, you can return to the Fossil Maniac's house and head into the Desert Underpass to collect a fossil. However, the fossil will appear only once you have collected one from Mirage Tower (see page 54).*

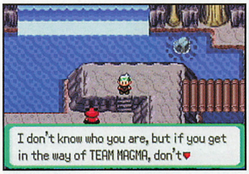


METEOR FALLS

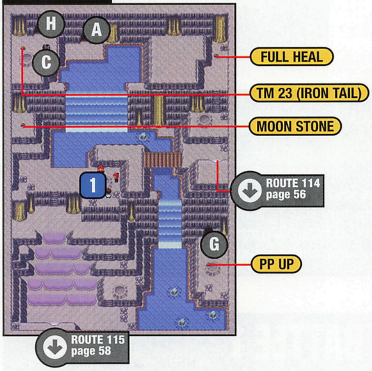
Meteor Falls is a mysterious cavern with a subterranean river flowing through it. Professor Cozmo has led Team Magma into Meteor Falls in search of a real Meteorite. You'll need to use Surf and Waterfall to reach certain areas of Meteor Falls. On your first visit to the cavern, view the confrontation between Team Magma and Team Aqua.

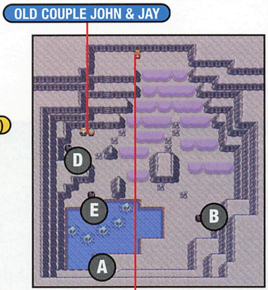
1 MAGMA VS. AQUA!

Enter Meteor Falls to find Professor Cozmo and Team Magma discussing the Meteorite they've found. Team Aqua, the opposing team, will appear and a squabble will break out. After Team Magma runs off with the Meteorite, you'll learn more about the conflict between the rival gangs. Pursue Team Magma to Mt. Chimney to retrieve the Meteorite.



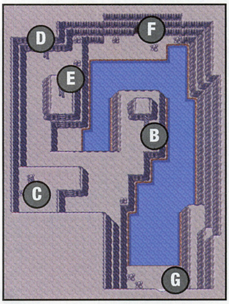
METEOR FALLS

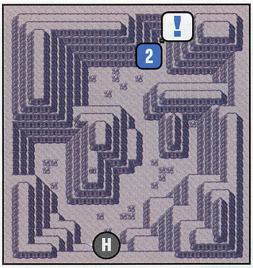


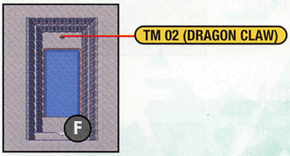


DRAGON TAMER NICOLAS

After you defeat Dragon Tamer Nicolas five times, he will use a Pokémon with Dragon Fang as a held item. If you use Thief or Covet in battle, you can snatch it.







2 STEELY STEVEN

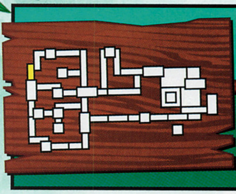
LATER *After you are crowned the Pokémon League Champion, you can return to Meteor Falls and battle Steven. Bring an experienced team—he's tough.*

! STEVEN BATTLE

SKARMORY	STL-FLY	LEVEL 77
CLAYDOL	GRD-PSY	LEVEL 75
AGGRON	STL-RCK	LEVEL 76
CRADILY	RCK-GRS	LEVEL 76
ARMALDO	RCK-BUG	LEVEL 76
METAGROSS	STL-PSY	LEVEL 78

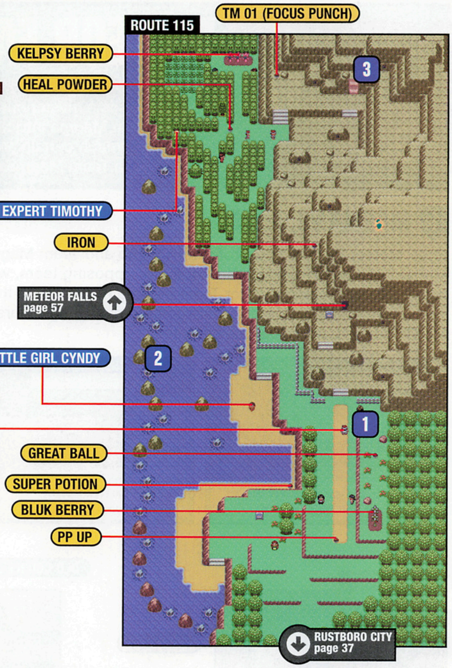
RECOMMENDED MOVE TYPES: ELECTRIC, FIGHTING, WATER, GROUND, FIRE

Since you last spoke, your friend Steven has been a busy man. He's assembled an impressive team of Steel- and Rock-type Pokémon and he's looking to challenge the current Pokémon League Champion. Bring plenty of Max Revive and Full Restore potions to the fight, along with a heavyweight team of Level 80 or higher Pokémon if you want the upper hand.



ROUTE 115

You'll need to use Surf to reach a large portion of Route 115, including the Meteor Falls entrance if you're traveling from Rustboro City.



1 ROCK SMASH TO OPEN A PATH

Use Rock Smash to destroy the rock that blocks the upper plateau. Grab the Great Ball that is lying near the flowers and help yourself to some Bluk Berries from the two Bluk Berry plants. Don't forget to replant some berries!

2 SURF NORTH FOR MORE

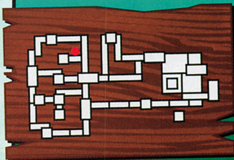
LATER *After you're able to use Surf outside of battle, surf to the northern part of Route 115 to battle Expert Timothy and pick some rare Kelpsy Berries from the three Kelpsy Berry plants. You can also pick up TM 01 (Focus Punch), a powerful Fighting-type move.*

BLACK BELT NOB

If you defeat him five times, Black Belt Nob will thrust forth a Pokémon holding a Black Belt. Employ Thief or Covet to steal it.

3 MACH BIKE CLIMB

LATER *When you return to Route 115, remember to bring your Mach Bike! Hop on your cycle and ride up the sandy slope in Route 115's northeastern corner to reach the Defense-increasing Iron on the ledge south of the slope.*



MT. CHIMNEY

Mt. Chimney is a magnificent ancient landmark that has laid mostly dorment for many years periodically burping up small plumes of ash, though its pent-up fury has recently been awakened. Team Magma stole the Meteorite from Professor Cozmo, and the team is gathering its forces atop Mt. Chimney. Ride the cable car to the angry mountain's summit and squash the evil plans.

1 MAGMA AND AQUA FACE OFF

Near the Mt. Chimney cable car station, you'll witness an altercation between opposing Grunts. Slip past them unnoticed and ride the tram to the mountain peak.

2 HELP TEAM AQUA

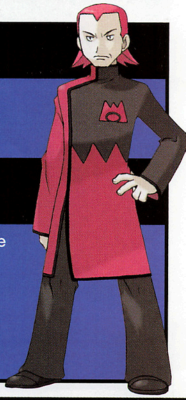
Talk to the Team Aqua leader atop Mt. Chimney as he single-handedly holds off three of Team Magma's Grunts. He'll urge you to stop the Team Magma leader.

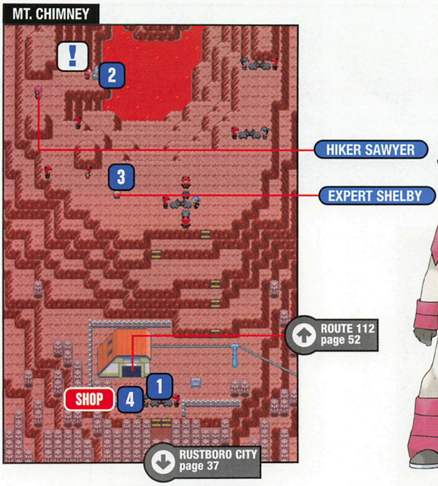
! MAXIE BATTLE 1

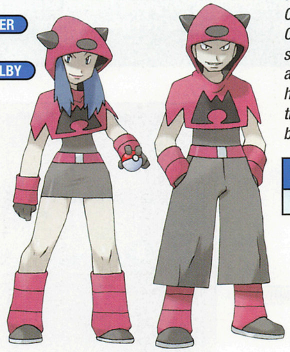
MIGHTYENA	DRK	LEVEL 24
ZUBAT	PSN-FLY	LEVEL 24
CAMERUPT	FIRE-GRD	LEVEL 25

RECOMMENDED MOVE TYPES: WATER, FIGHTING, ELECTRIC, PSYCHIC

Don't use Grass-type Pokémon against Maxie because they are vulnerable to Poison- and Fire-type attacks. Defeat the capable Trainer with Water- and Electric-type Pokémon.



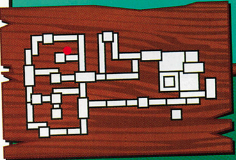




3 4 RETURN TO THE SUMMIT

LATER *After you've returned the Meteorite to Professor Cozmo and visited Lavaridge Town, return to Mt. Chimney to find a gathering of wealthy Pokémon Trainers and a woman selling Lava Cookies. You can fight Expert Shelby and buy Lava Cookies from the elderly woman near the cable car station. The cookies cost ₽200, and they cure all negative Pokémon status conditions. They're great to have, so buy as many as you can hold while you're at the summit. The Lava Cookie-selling lady will always be there, so you can buy more later.*

SHOP	
LAVA COOKIE	200



JAGGED PASS

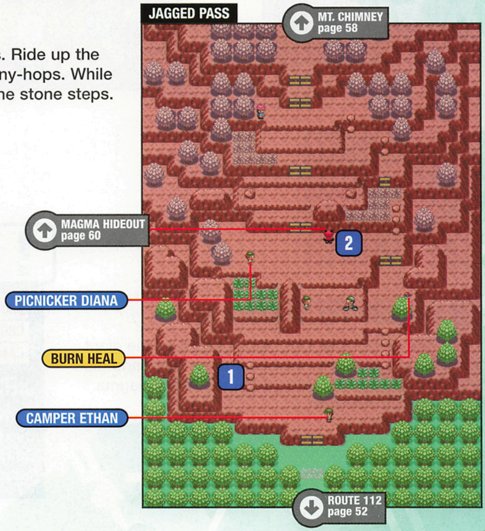
Cliffs and hardy trees populate the pass that runs through Mt. Chimney and leads south to Route 112. Hiking down Jagged Pass is a real workout and it's the only way to reach Lavaridge Town. Normally, this expert hike is a one-way trip down, but with the Acro Bike you can hop up the stone paths to explore.

1 ACRO BIKE BUNNY-HOPPING

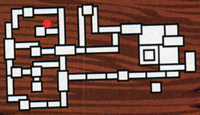
Choose the Acro Bike from Rydel's Cycles and bring it to Jagged Pass. Ride up the pass's bumpy rock paths, and hold down the B Button to perform bunny-hops. While the bike is hopping, press in the direction you want to go to jump up the stone steps.

2 HIDDEN DOOR TO MAGMA HIDEOUT

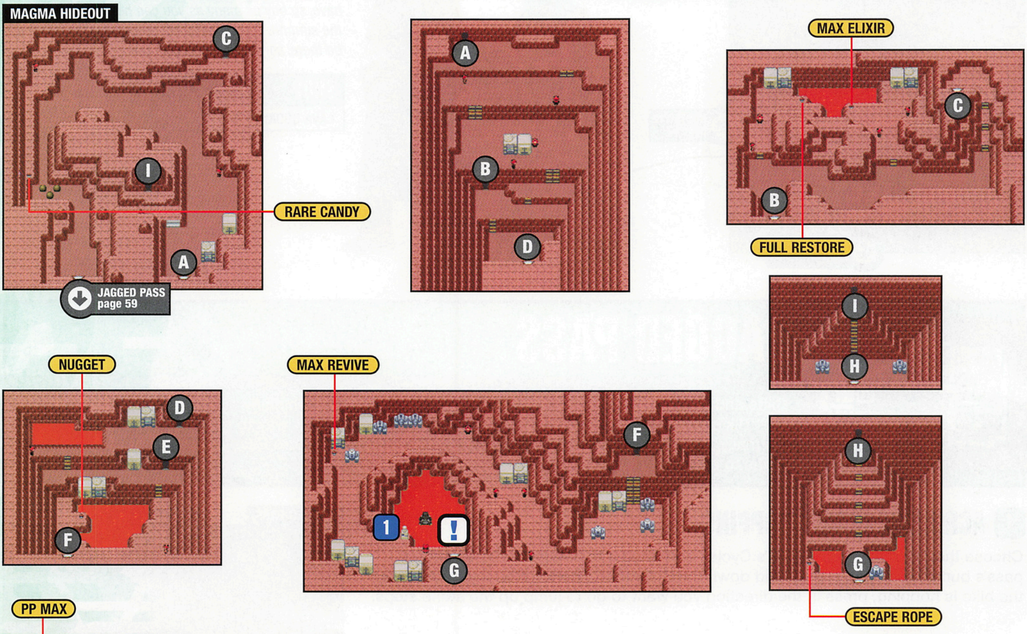
LATER *You won't be able to enter Team Magma's hideout until you collect the Magma Emblem from the old couple at Mt. Pyre (see page 70) . Return to the center of Jagged Pass with the item. The ground will rumble and quake, clearing away the rock and debris that covers the cave entrance. Enter when you're ready to take on the waves of Team Magma Grunts that stand between you and their leader.*

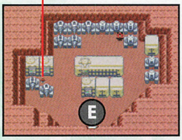


MAGMA HIDEOUT



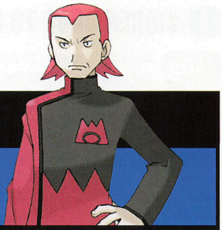
Inside the recesses of Mt. Chimney, Team Magma has been advancing its wicked plan to increase the world's ground mass. Magma's leader, Maxie, is close to awakening an ancient Pokémon of enormous power. Little does he know that the fearsome Groudon cannot be tamed.





1 WAKING THE BEAST

Using the stolen Blue Orb, Maxie awakens the giant Groudon. Surprisingly, the beast takes flight and disappears, leaving you to confront the Team Magma leader on his own turf.

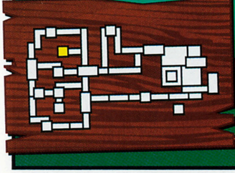


! MAXIE BATTLE 2

MIGHTYENA	DRK	LEVEL 37
CROBAT	PSN-FLY	LEVEL 38
CAMERUPT	FIRE-GRD	LEVEL 39

RECOMMENDED MOVE TYPES: WATER, FIGHTING, ELECTRIC, PSYCHIC

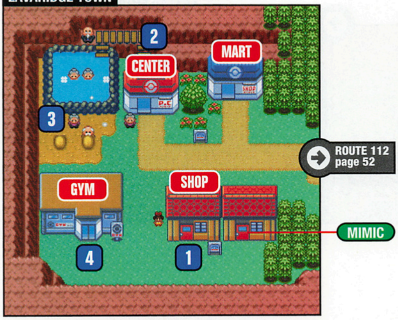
Maxie's team lineup hasn't changed since your last encounter, though his Pokémon have evolved. Watch out for Crobat's Confuse Ray and Mightyena's Swagger—confused Pokémon can hurt themselves when attacking. Use a Persim Berry to heal the condition.



LAVARIDGE TOWN

Built around a natural hot spring at Mt. Chimney's base, Lavaridge Town is a soothing environment where many of Hoenn's elderly citizens come to relax. Visit the town's Herb Shop and take a dip in the hot spring to loosen up for your battle with Gym Leader Flannery. You can also obtain a Pokémon Egg from an elderly local and try your hand at raising it.

LAVARIDGE TOWN



SHOP

ENERGYPOWDER	500	HEAL POWDER	450
ENERGY ROOT	800	REVIVAL HERB	2,800

POKéMART

ANTIDOTE	100	REVIVE	1,500
AWAKENING	250	SUPER POTION	700
BURN HEAL	250	SUPER REPEL	500
GREAT BALL	600	X SPEED	350
PARALYZE HEAL	200		

1 HERBAL POKéMON REMEDIES
CHARCOAL

With a culture focused on holistic remedies, Lavaridge Town is home to Hoenn's only herbal medicine shop. At a lower cost than other methods, the herbal remedies can heal any status condition, restore health and even revive a Pokémon. The only catch is, the herbal medicine is very bitter—Pokémon will be upset with you if you feed them bitter things.

2 SOOTHE YOURSELF IN THE HOT SPRING

The entrance to the hot spring is through a door in the upper-left corner of Lavaridge Town's Pokémon Center. The hot spring's waters are relaxing and therapeutic to Pokémon and their Trainers, but they can't heal or restore.

3 WHAT WILL HATCH?
POKéMON EGG

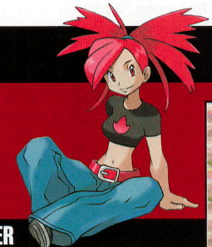
The elderly woman on the hot sand is warming a Pokémon Egg, hoping that it will hatch. She'll decide that the Pokémon Egg would grow better with a Trainer and give it to you. Travel with the Egg and see what hatches!

4 A GIFT FROM YOUR RIVAL
GO-GOGGLES

When you exit the Lavaridge Pokémon Gym with your newly acquired Heat Badge in hand, your rival will approach you and be so impressed with how well you're doing that he or she will give you the Go-Goggles. When you enter the Desert Ruins along Route 111, the Go-Goggles will protect your eyes from the sandstorm.

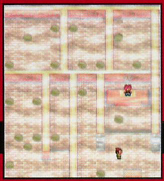
GYM LEADER: FLANNERY

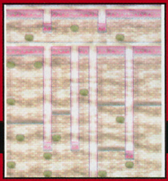
LEVEL 24 NUMEL	FIRE-GRD	LEVEL 24 SLUGMA	FIRE
OVERHEAT	TAKE DOWN	OVERHEAT	SMOG
MAGNITUDE	SUNNY DAY	LIGHT SCREEN	SUNNY DAY
LEVEL 26 CAMERUPT	**FIRE**	**LEVEL 29 TORKOAL**	**FIRE**
OVERHEAT	TAKE DOWN	OVERHEAT	SUNNY DAY
SUNNY DAY	ATTRACT	BODY SLAM	ATTRACT



RECOMMENDED MOVE TYPES: GROUND, ROCK, WATER

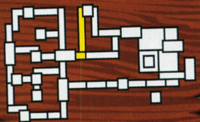
The Lavaridge Town Pokémon Gym is built over hot sands. Steam fills the halls and Trainers leap from the haze to do battle. Gym Leader Flannery and her cronies use Fire-type Pokémon, some of which are dual-types. Navigate the gym's complex maze to reach the smoldering leader. Water-type Pokémon with moves such as Water Gun and Bubblebeam will douse the Fire-type Pokémon in a snap. Watch out for Flannery's Torkoal—its super-powerful Fire-type move, Overheat, can make a Pokémon faint in one hit. Bring along plenty of Potions and Revives for the drawn-out altercation.





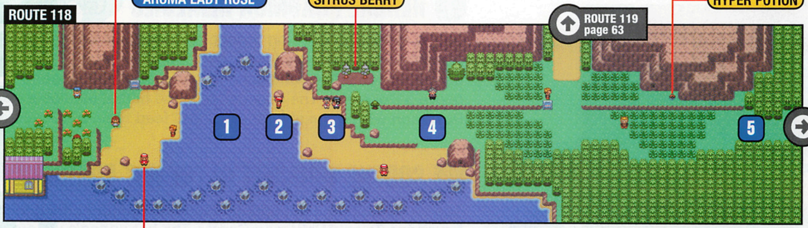
PRIZES: HEAT BADGE | TM 50 (OVERHEAT)

All Pokémon at or below Level 50 will obey you when you possess the Heat Badge. The badge also lets you use HM 04 (Strength) outside of battle to move heavy boulders. TM 50 (Overheat) is a strong Fire-type attack that sharply lowers the user's Special Attack.



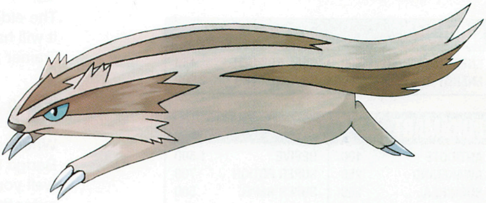
ROUTES 118 & 119

A wide river flows through Route 118, making Surf a necessity to breach the gap to Route 119. Prepare to fight as soon as you step on the sandy beach—many eager Trainers cruise along Routes 118 & 119 looking for a challenge. Bring a well-rounded team on this leg of your journey—it's a long walk to the next town.



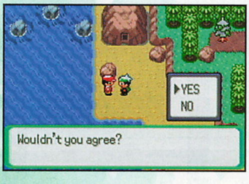
1 SURF

LATER *You'll need to use Surf to reach Route 118's eastern side. After you get HM 03 (Surf) from Wally's parents in Petalburg City and earn the Balance Badge from the Petalburg City Gym, you'll be able to surf freely across the water between Route 118's eastern and western shores.*



2 PRO FISHING GOOD ROD

When the fisherman standing on Route 118's eastern shore asks you if you think the Good Rod is good, answer "Yes." Overjoyed that you agree with him, the fisherman will give you the Good Rod. It is stronger than the Old Rod but takes a little practice to use. Try fishing with the Good Rod in areas you've already fished with the Old Rod—you could catch new Pokémon. When you feel a Pokémon tugging on the hook, quickly press A to reel in your catch.



3 INTERVIEWER GABBY & TY—A REMATCH

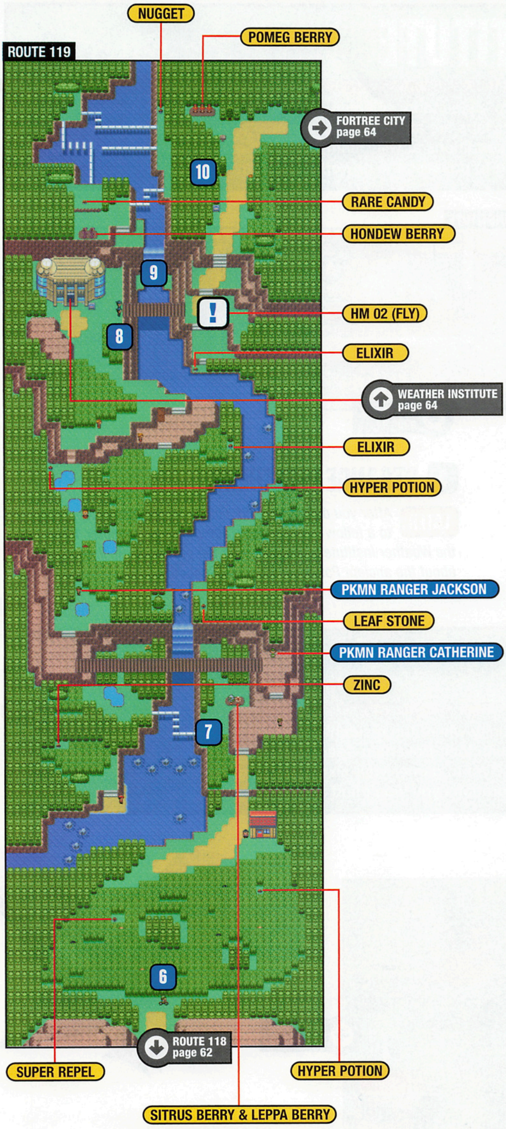
Interviewer Gabby & Ty were so impressed with your last interview that they'd like a follow-up interview. Take on the pair in a two-on-two battle. Interviewer Gabby & Ty will battle with a Level-27 Magnemite and a Level-27 Loudred. Show the interviewers how much stronger you've become since your last encounter, then let them interview you. Check the TVs in houses that you visit—you might see your shining mug on the screen!

4 A FATEFUL ENCOUNTER WITH STEVEN

Steven will approach you on Route 118 and give you some valuable advice in the form of a few curious questions. He'll hint that you should raise many different Pokémon types to become a strong Pokémon Trainer.

5 A GLIMPSE OF ROUTE 123

You can explore Route 123's western side by traveling east along Route 118. You'll encounter the Berry Master's House and a few Pokémon Trainers, but a plateau blocks the rest of Route 123. You'll need to take Route 122 to reach the rest of Route 123.

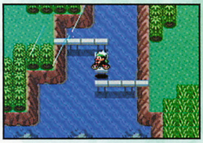


6 TALL GRASS TANGLE

The thick, tall grass that grows everywhere along Route 119 gets tangled in bike wheels, making it impossible to ride. You'll have to stow your bike while you walk through the grass. Look for other Trainers standing in the weeds—you can see only their heads.

7 ACRO BIKE TRICKS

You can cross narrow bridges with your Acro Bike. While riding it, simultaneously tap B and press the Control Pad in the direction you want to jump.



8 WEATHER INSTITUTE INVASION

Enter the Weather Institute and defeat the Team Aqua members causing trouble inside. After you drive them from the research station, a grateful scientist will give you a shape-shifting Pokémon—Castform—as thanks.

9 WATERFALL OF SECRETS

LATER *After you get Waterfall (HM 07) from the Cave of Origin and the Rain Badge from Sootopolis City, use Waterfall to reach Route 119's northern area. Bring the Devon Scope and the Acro Bike to reach the Rare Candy and Hondew Berries.*

10 SHADY TREE

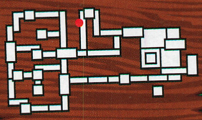
Ninjas use Route 119's environment as camouflage. Beware of suspicious-looking rocks and trees. If you get too close, a hiding ninja will leap out and demand a battle!

! RIVAL BATTLE 4

TREECKO			MUDKIP		
PELIPPER	WTR-FLY	LEVEL 29	SLUGMA	FIRE	LEVEL 29
LOMBRE	WTR-GRS	LEVEL 29	LOMBRE*	WTR-GRS	LEVEL 29
COMBUSKEN	FIRE-FTG	LEVEL 31	PELIPPER*	WTR-FLY	LEVEL 29
TORCHIC			GROVYLE	GRS	LEVEL 31
LOMBRE	WTR-GRS	LEVEL 29	*If you fight Brendan, Lombre will appear. If you battle May, Pelipper will show up.		
SLUGMA	FIRE	LEVEL 29			
MARSHTOMP	WTR-GRD	LEVEL 31			

RECOMMENDED MOVE TYPES: ELECTRIC, FLYING, GROUND, WATER

Your rival's team is dependent on your initial Pokémon choice (see the black text in the chart above). Fight the opposing Pokémon in much the same way as before, though be sure your team members are of an equal or higher level. You'll receive HM 02 (Fly) following your victory.

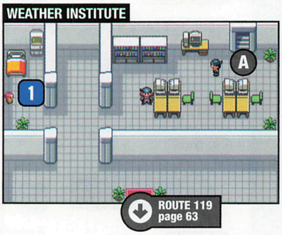


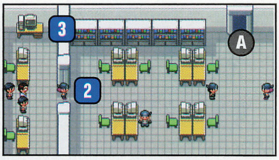
WEATHER INSTITUTE

Your travels will eventually lead you to a legendary scientific landmark. The Weather Institute is a research facility in northern Hoenn. Its labs are abuzz with excitement over a new creation—a Pokémon that can adapt to weather conditions at will. Team Aqua has caught wind of the institute's breakthrough, and will stop at nothing to possess the powerful Castform.

1 REST & PREPARE

The walk to the Weather Institute is long and hard, and your Pokémon could use a rest. Take a quick nap in the bed on the Weather Institute's bottom floor. There's a PC conveniently located next to the bed—use it to organize and prepare your Pokémon for the ensuing battles.





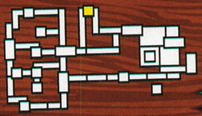
2 IN THE NAME OF SCIENCE

MYSTIC WATER CASTFORM

Defeat all Team Aqua members inside the Weather Institute and save the professor and his staff. He will give you Castform as a sign of gratitude. This revolutionary Pokémon changes its form to harness the weather.

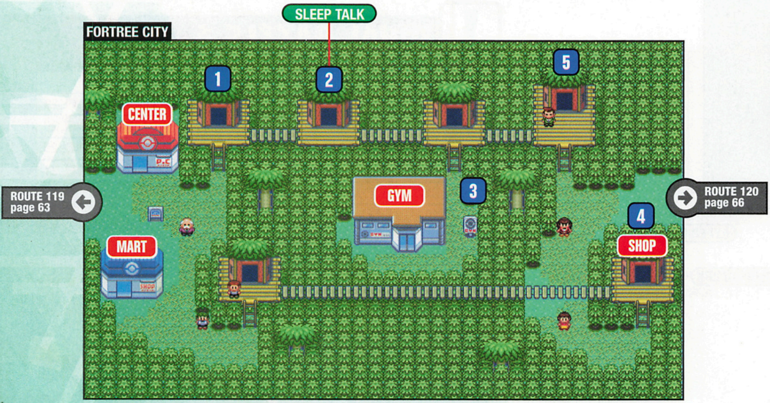
3 STRANGE WEATHER?

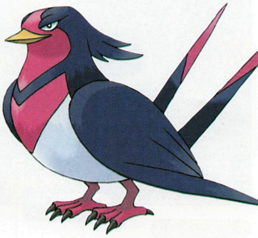
LATER *After you defeat the Elite Four, visit Slateport City and speak to a fellow near the ferry about strange weather. Return to the Weather Institute and speak with the professor. He'll inform you about the ancient Pokémon who fled Sootpolis City.*



FORTREE CITY

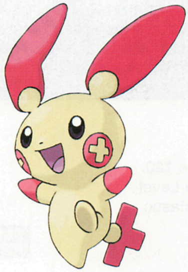
Fortree City is a unique forest community where the residents live high above the vegetation in tree-houses. Its citizens enjoy being one with their Pokémon—especially Flying-types. You'll take on the Trainers in the Fortree City Pokémon Gym to garner your sixth gym prize, the Feather Badge. Visit the city's eastern shop—it offers decorations you won't find anywhere else.





1 POKéMON EXCHANGE

If you manage to catch a Volbeat at Route 117, take it to Fortree City. The girl in the upper-left treehouse wants to trade you her Plusle for your Volbeat. Volbeat are hard to come by in Route 117, so don't give away your only one. Catch a few of them and take one to the girl in Fortree City.



SHOP

BRICK DESK	9,000	BRICK CHAIR	2,000
CAMP DESK	9,000	CAMP CHAIR	2,000
COMFORT DESK	6,000	COMFORT CHAIR	2,000
HARD DESK	9,000	HARD CHAIR	2,000
HEAVY DESK	6,000	HEAVY CHAIR	2,000
POKéMON DESK	3,000	POKéMON CHAIR	2,000
RAGGED DESK	6,000	RAGGED CHAIR	2,000
SMALL DESK	3,000	SMALL CHAIR	2,000

POKéMART

ANTIDOTE	100	REVIVE	1,500
AWAKENING	250	SUPER POTION	700
GREAT BALL	600	SUPER REPEL	500
HYPER POTION	1,200	ULTRA BALL	1,200
PARALYZE HEAL	200	WOOD MAIL	50

2 USE YOUR HIDDEN POWER

TM 10 (HIDDEN POWER)

An elderly woman in Fortree City is in tune with the hidden powers all people possess and she tests your hidden power with a game. Choose which hand she is hiding a coin in. If you guess right the first two times and left the third time she'll give you TM 10 (Hidden Power). A nearby elderly man will teach your Pokémon the Sleep Talk move if you ask him.

3 DEVON SCOPE SIGHTINGS

LATER *There's something blocking the base of the ladder that leads to Fortree City's Pokémon Gym. Find Steven standing on a bridge on Route 120—he'll give you the Devon Scope. Return to the blocked stairway and use the Devon Scope to uncover the camouflaged Kecleon.*

4 DECORATION SHOP

Fortree City's decoration shop has a selection of furniture that ranges from Comfort Desks to Camp Chairs. You can't buy the shop's items anywhere else in Hoenn, so purchase something for your Secret Base while you're visiting Fortree City.

5 WINGULL EXPRESS

MENTAL HERB

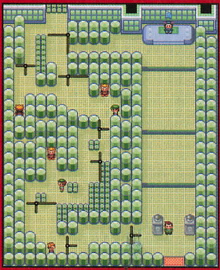
LATER *A boy in Fortree City is corresponding with a girl in Mossdeep City. Talk to the boy, then look for his Wingull in Mossdeep City later. After you've found it, return to Fortree City and talk to him—he'll give you the Mental Herb. It's an item that prevents your Pokémon from becoming attracted to an opponent.*

GYM LEADER: WINONA

LEVEL 29	SWABLU	NRM-FLY	LEVEL 30	PELIPPER	WTR-FLY			
PERISH SONG		MIRROR MOVE	WATER GUN		SUPERSONIC			
SAFEGUARD		AERIAL ACE	PROTECT		AERIAL ACE			
LEVEL 29	**TROPIUS**	**GRS-FLY**	**LEVEL 31**	**SKARMORY**	**STL-FLY**	**LEVEL 33**	**ALTARIA**	**DRG-FLY**
SUNNY DAY		MIRROR MOVE	SAND-ATTACK		FURY ATTACK	EARTHQUAKE		DRAGONBREATH
SOLARBEAM		SYNTHESIS	STEEL WING		AERIAL ACE	DRAGON DANCE		AERIAL ACE

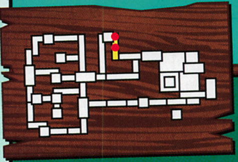
RECOMMENDED MOVE TYPES: ELECTRIC, ICE, ROCK

The Fortree City Pokémon Gym is a haven for Flying-type Pokémon and their Trainers. You'll need to negotiate a maze of revolving doors to fight the Trainers and eventually face Winona. Each Trainer uses Flying-type Pokémon, some of which are dual-types. Bring at least one strong Ice-, Electric- or Rock-type Pokémon with corresponding move types to face Winona. Moves such as Thunder (Electric-type) and Rollout (Rock-type) are extremely useful against her team.



PRIZES: FEATHER BADGE TM 40 (AERIAL ACE)

With the Feather Badge in your possession, all Pokémon at or below Level 70 will obey you. The Feather Badge enables you to use HM 02 (Fly) outside of battle to travel. Winona also gives you TM 40 (Aerial Ace)—a Flying-type move with amazing Speed and Accuracy.



ROUTE 120, SCORCHED SLAB & ANCIENT TOMB

The weather along Route 120 changes often and in extreme ways. One moment it will be bright and sunny, the next moment dark and rainy. The fickle climate can affect your Pokémon in battle. It's a long hike to the next town, so wrap up your affairs in Fortree City, then head for your next destination—Lilycove City. There are two huge, mysterious rocks along Route 120. One is the Scorched Slab and the other is the Ancient Tomb. You can enter the Scorched Slab by surfing to the island, but you won't be able to enter the Ancient Tomb until much later, because the cavern is mysteriously tied to the ones on Route 105 and Route 111.

1 GABBY & TY RETURN

You'll bump into Interviewer Gabby & Ty again along Route 120. This time, they'll battle you with a Level-30 Loudred and a Level-30 Magneton. After your third battle with them, the enthusiastic pair will appear where you've met them before.

2 STEVEN'S DEVON SCOPE

DEVON SCOPE

As you walk across Route 120's first bridge, an invisible obstacle will stop you. An odd shadow ripples in the water below, but you can't tell what caused it. Steven will use his Devon Scope to show you a wild Kecleon on the bridge. After you battle it, Steven will give you the Devon Scope. Return to Fortree City and use the Devon Scope to see the Kecleon that blocks the ladder to the gym.

3 BUG MANIAC HOLDS TREASURE

LATER *Fight Bug Maniac Brandon multiple times. During your fifth bout his Pokémon will hold Silver Powder. Take it.*

4 RARE-BERRY GIRL

BERRY (RANDOM)

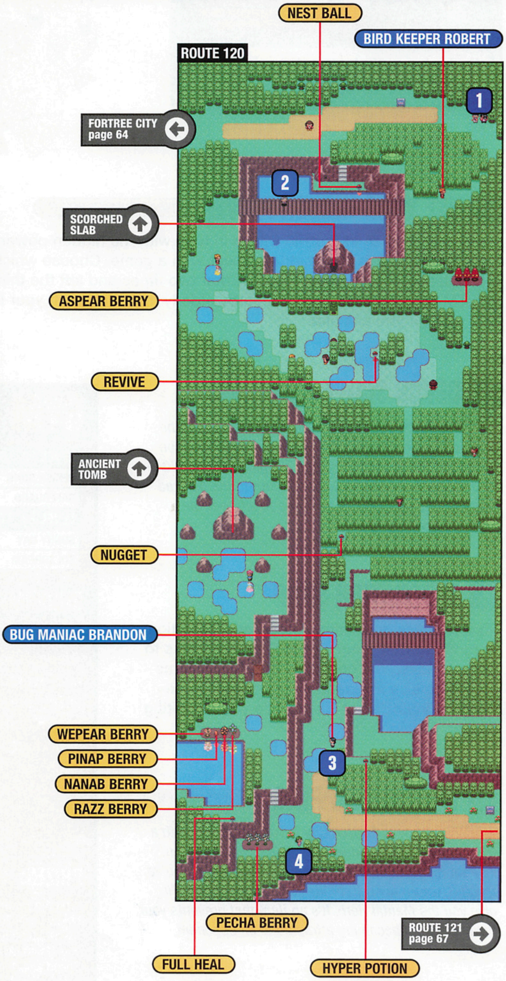
A generous girl along Route 120 will give you one rare berry per day. Which berry she gives you is random, but you can bet it'll be a hard-to-find one. Use the berry to make PokéBlocks or plant it so you can harvest more.

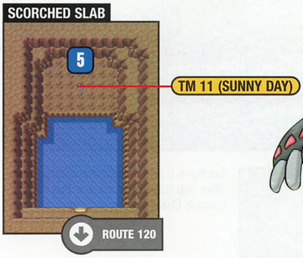
5 MAKE IT A SUNNY DAY

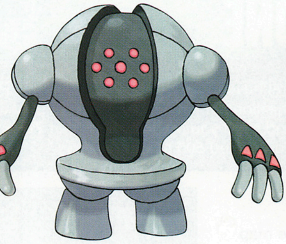
Use Surf to reach the Scorched Slab on Route 120. An invisible Kecleon is blocking the entrance to it. Use the Devon Scope to see the Kecleon, and defeat it when it attacks you. Enter the Scorched Slab to find TM 11 (Sunny Day).

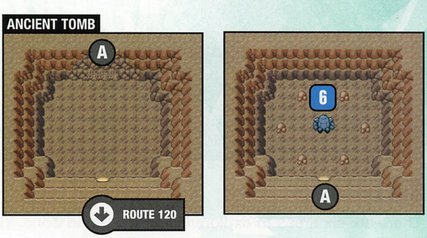
6 REGISTEEL AWAITS YOU

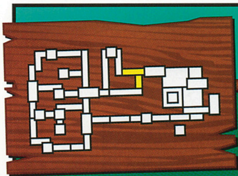
LATER *After you've solved the ancient mysteries within the Sealed Chamber on Route 134 (see page 93), you can enter the Ancient Tomb. Translate the visual braille to solve the mysteries within to make Registeel appear.*









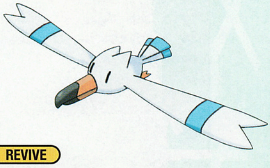


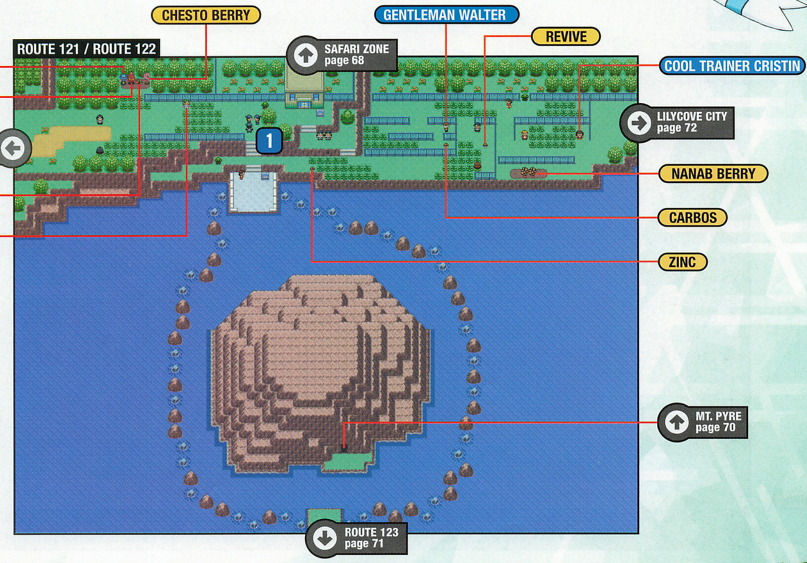
ROUTES 121 & 122

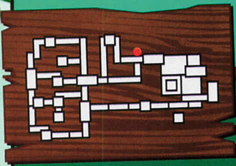
Route 121 branches off into three important areas. South, across the water, is Mt. Pyre—a resting place for defeated Pokémon and the area you should head to first. (Use Surf to reach it.) The north branch leads to the Safari Zone, which is enclosed by a fence that stretches across the grass as far as the eye can see. To the east the road leads to beautiful Lilycove City. While on Route 121, you'll overhear Team Aqua discussing plans involving Mt. Pyre—a natural monument where Trainers travel to honor the spirits of departed Pokémon. Surf from the pier on the south side of Route 121 to reach the hallowed burial ground.

1 MEDDLING KIDS

You'll stumble into a gang of Team Aqua thugs near the Route 121 dock. Eavesdrop on their conversation to uncover their next move. Pursue them south and surf the rippling waters to the far entrance of Mt. Pyre.





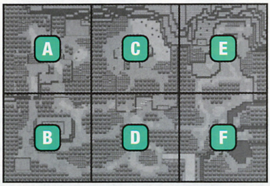


SAFARI ZONE

The Safari Zone is a natural haven for rare Pokémon such as Pikachu, Heracross and Psyduck. Enter the Safari Zone admissions office and pay ₽500 to play the Safari Game. The attendants will give you 30 Safari Balls and send you out into the Safari Zone to hunt. You must exit after you've used all your Safari Balls or walked 500 steps.

SIX SAFARIS

There are six areas to explore inside the Safari Zone. The map to the right details the boundaries, with each section corresponding to a chart of available Pokémon in each area.



Sections E and F will be available only after you have become the Pokémon League Champion.

1 SAFARI ZONE TIPS

Enter the Rest House and talk to the people inside. They'll give you helpful tips about catching wild Pokémon in the Safari Zone. When you find an area you want to search, stand in one square of tall grass and face different directions without taking a step. With that method, Pokémon will approach you and you won't use up your 500 available steps.

2 POKéBLOCK LURES

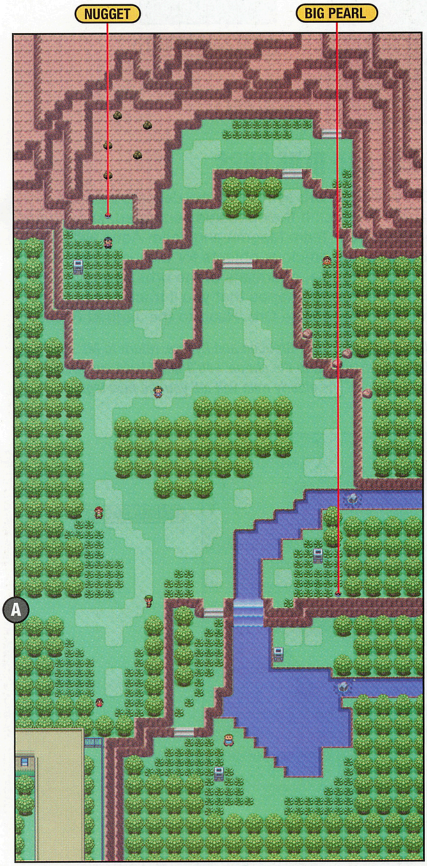
Bring a variety of PokéBlocks with you to the Safari Zone. Some patches of grass and small ponds conceal PokéBlock Feeders. Place a PokéBlock on a Feeder and search for Pokémon around it. The Pokémon that appear will have natures that like the PokéBlock color you put out, and they will not flee as quickly as they would have before.

3 SAFARI BIKING

When you talk to the boy near the railing, he'll recommend using a bike to reach outlying areas where rare Pokémon may be. You'll need to alternate between the Mach Bike and the Acro Bike to reach some of the Safari Zone's areas. Some rare Pokémon appear only in certain patches of grass so search everywhere.

4 NEW AREA

LATER *After you become the Pokémon League Champion, new areas of the Safari Zone will open (marked A on the map). Within these two news zones you will find Pokémon that you can't catch anywhere else in Hoenn. The charts on this page detail which Pokémon roam in each section of the Safari Zone.*



Pokémon and Their Quantity by Section

Section A

DODRIO	FEW	MAGIKARP	MANY (OLD ROD & GOOD ROD)
DODUO	SOME	ODDISH	SOME
GLOOM	SOME	PINSIR	FEW
GOLDEEN	SOME (OLD ROD)	PSYDUCK	MANY (SURF)
GOLDEEN	MANY (GOOD ROD & SUPER ROD)	RHYHORN	SOME
GOLDUCK	FEW (SURF)	SEAKING	SOME (SUPER ROD)

Section B

DODUO	SOME	ODDISH	MANY
GIRAFARIG	SOME	PIKACHU	FEW
GLOOM	FEW	PSYDUCK	MANY (SURF)
GOLDEEN	SOME (OLD ROD)	SEAKING	SOME (SUPER ROD)
GOLDEEN	MANY (GOOD ROD & SUPER ROD)	WOBBUFFET	SOME
MAGIKARP	MANY (OLD ROD & GOOD ROD)		
NATU	SOME		

Section C

GEODUDE	MANY (ROCK SMASH)	ODDISH	SOME
GLOOM	SOME	PHANPY	SOME
HERACROSS	FEW	XATU	FEW
NATU	SOME		

Section D

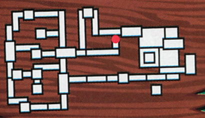
DODUO	SOME	ODDISH	MANY
GIRAFARIG	SOME	PIKACHU	FEW
GLOOM	FEW	WOBBUFFET	SOME
NATU	SOME		

Section E (must be Pokémon League Champion to access)

AIPOM	SOME	PINECO	FEW
HOOTHOOT	FEW	SHUCKLE	MANY (ROCK SMASH)
HOUNDOUR	FEW	SUNKERN	SOME
LEDYBA	SOME	TEDDIURSA	SOME
MILTANK	FEW		

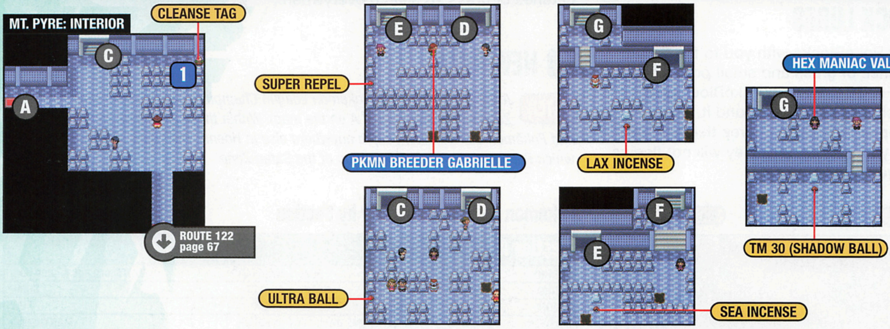
Section F (must be Pokémon League Champion to access)

AIPOM	SOME	OCTILLERY	RARE (SUPER ROD)
GLIGAR	FEW	QUAGSIRE	RARE (SURF)
GOLDEEN	SOME (OLD ROD& GOOD ROD)	REMORAID	SOME (GOOD ROD); MANY (SUPER ROD)
GOLDEEN	MANY (SUPER ROD)	SNUBBULL	FEW
HOOTHOOT	FEW	SPINARAK	SOME
MAGIKARP	MANY (OLD ROD & GOOD ROD)	STANTLER	FEW
MAREEP	SOME	SUNKERN	SOME
MARILL	MANY (SURF)	WOOPER	MANY (SURF)



MT. PYRE

Mt. Pyre stands as a revered mourning ground where Trainers can honor the spirits of departed Pokémon. It is also home to a pair of sacred orbs that uphold the tender balance between earth and water. Both Team Magma and Team Aqua seek the magical globes. Surf the waters of Route 122 and begin the treacherous climb to the mountain peak before it's too late.



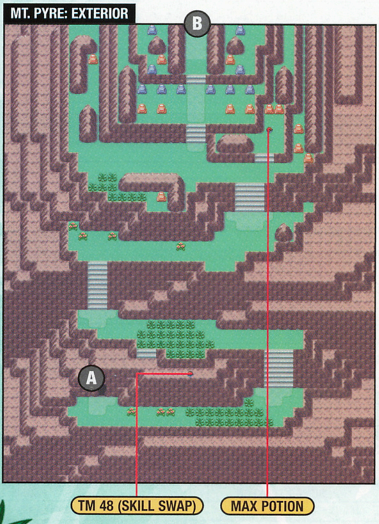
1 AVOID DANGER WITH THE CLEANSE TAG

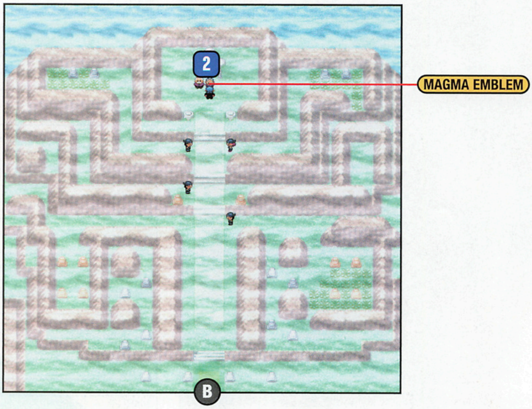
An elderly woman in the upper-right corner of Mt. Pyre's first floor is concerned for your safety among the spirits. She'll give you the Cleanse Tag to help protect you. It repels wild Pokémon—give it to your lead Pokémon to hold. Follow Team Magma by exiting through the lower-left door, which leads outside. Climb Mt. Pyre to find the team at the summit.

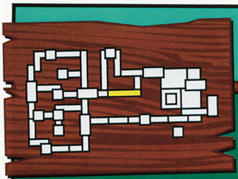
2 THE RED AND BLUE ORBS

The Red Orb and Blue Orb symbolize the delicate balance between land and water. If they become separated, something terrible could happen. Team Magma and Team Aqua will storm Mt. Pyre and steal the precious objects for their own selfish means. An elderly couple, guardians of the orbs, will give you the Magma Emblem in the hopes that you'll track down Team Magma and retrieve the Blue Orb. Head to the Jagged Pass.

LATER *After Rayquaza calms Groudon and Kyogre, return to Mt. Pyre. Climb the mountain to the shrine; you'll find Maxie and Archie returning the stolen orb. The elderly man will tell you the new legend.*

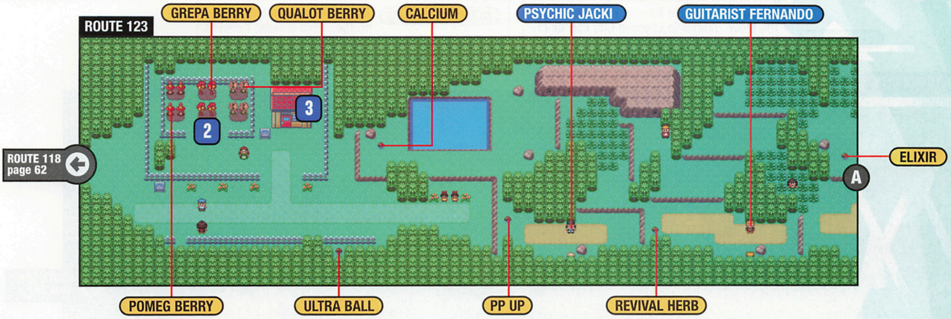


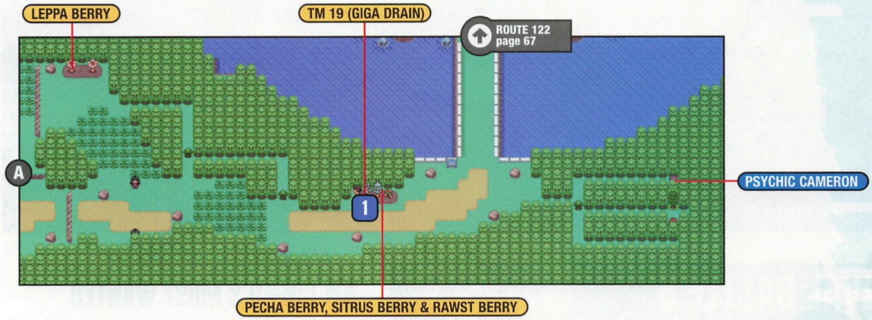




ROUTE 123

The sweet fragrance of berries and flowers fills the air along Route 123. The landscape is full of plateaus that you can hop down but can't get back up, so look before you leap. Stop by the Berry Master's house and plant your own garden of delicious and nutritious berries.





1 A GIFT FOR GRASS-TYPE POKéMON

The girl standing by the berry trees loves Grass-type Pokémon. If you talk to her with a Grass-type Pokémon in your party, the girl will give you TM 19 (Giga Drain). Your Grass-type Pokémon can be a dual-type Pokémon as long as one type is Grass.

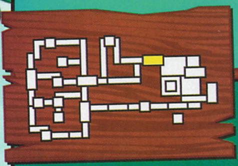
2 START A BERRY PATCH

The Berry Master's house is the perfect place to plant your very own berry patch. It's the biggest tract of loamy soil in Hoenn. Pick and plant to your heart's content.

3 BERRY MASTER'S HOUSE BERRIES

The Berry Master will give you two random berries once per day. His wife will give you berries, too—she'll give you rare berries if you tell her special phrases when she asks if you've heard any good sayings. You'll be able to use some words after you've experienced special events. The Berry Master's wife will respond differently to you if you've discovered a secret phrase—she'll give you a very rare berry.

Special words appear on your words list after monumental events such as becoming the Pokémon League Champion, finding Latias and finding Latios. For example, after you find Latios, visit the Berry Master's wife and tell her "Cool Latios." She'll give you the super-rare Durin Berry.



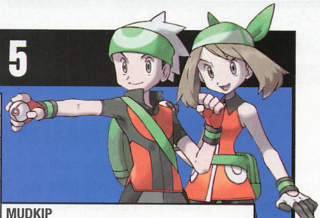
LILYCOVE CITY

Surrounded by the sea, Lilycove City is one of Hoenn's largest boomtowns and its second port. The department store is the largest place to shop in Hoenn—you can buy anything a Trainer could ever want. The Master Rank Pokémon Contest Hall, the Pokémon Trainer Fan Club and the Lilycove Museum are also located in Lilycove.

Similar to the Move Tutor in Fallarbor Town, the Move Deleter in Lilycove City can delete a move from your Pokémon's memory. The Move Deleter's services are free.

BERRY (RANDOM) The gentleman on Lilycove's northeastern plateau believes that berries suit you, so you should have one. He'll give you one berry every day that you talk to him.

! RIVAL BATTLE 5



TREECKO		
TROPIUS	GRS-FLY	LEVEL 31
PELIPPER	WTR-FLY	LEVEL 32
LUDICOLO	WTR-GRS	LEVEL 32
COMBUSKEN	FIRE-FTG	LEVEL 34

TORCHIC		
TROPIUS	GRS-FLY	LEVEL 31
LUDICOLO	WTR-GRS	LEVEL 32
SLUGMA	FIRE	LEVEL 32
MARSHTOMP	WTR-GRD	LEVEL 34

MUDKIP		
TROPIUS	GRS-FLY	LEVEL 31
SLUGMA	FIRE	LEVEL 32
PELIPPER	WTR-FLY	LEVEL 32
GROVYLE	GRS	LEVEL 34

RECOMMENDED MOVE TYPES: ELECTRIC, FLYING, GROUND, WATER

Your fifth skirmish against your esteemed rival takes place in front of the department store in Lilycove City. Assemble your team beforehand with at least one Electric-type Pokémon that has strong Electric-type attacks to score an easy victory. Flying- and Water-types are also recommended, especially if they have learned powerful moves and are of a high level.

1 HOENN'S MOST WANTED

LATER *After you've become the Pokémon League Champion, return to the Lilycove City Pokémon Trainer Fan Club. Inside, you will meet your number-one fan. Each time you rise above your competitors and conquer a series of events, such as those in the Battle Tent and Battle Frontier, you'll gain public esteem and amass more fans.*

2 COVE LILY MOTEL

LATER *Earn the respect of Trainers all around Hoenn by showing them your completed Pokédex. The guest in Cove Lily Motel will be impressed with your completed Pokédex and will give you a special reward.*

DEPARTMENT STORE

ROOFTOP: VENDING MACHINES

FRESH WATER	200	SODA POP	300
LEMONADE	350		

5TH FLOOR: FAR-LEFT COUNTER

AZURILL DOLL	3,000	MARILL DOLL	3,000
BALTOY DOLL	3,000	PICHU DOLL	3,000
DUSKULL DOLL	3,000	PIKACHU DOLL	3,000
GULPIN DOLL	3,000	SKITTY DOLL	3,000
JIGGLYPUFF DOLL	3,000	SWABLU DOLL	3,000
KECLEON DOLL	3,000	WYNAUT DOLL	3,000

5TH FLOOR: MIDDLE-LEFT COUNTER

BALL CUSHION	2,000	ROUND CUSHION	2,000
DIAMOND CUSHION	2,000	SPIN CUSHION	2,000
FIRE CUSHION	2,000	WATER CUSHION	2,000
GRASS CUSHION	2,000	ZIGZAG CUSHION	2,000
PIKA CUSHION	2,000		

4TH FLOOR: LEFT COUNTER

TM 14 (BLIZZARD)	5,500	TM 25 (THUNDER)	5,500
TM 15 (HYPER BEAM)	7,500	TM 38 (FIRE BLAST)	5,500

3RD FLOOR: LEFT COUNTER

CALCIUM	9,800	IRON	9,800
CARBOS	9,800	PROTEIN	9,800
HP UP	9,800	ZINC	9,800

2ND FLOOR: LEFT COUNTER

ANTIDOTE	100	GREAT BALL	600
AWAKENING	250	ICE HEAL	250
BURN HEAL	250	PARALYZE HEAL	200
ESCAPE ROPE	550	POKé BALL	200
FLUFFY TAIL	1,000	ULTRA BALL	1,200
FULL HEAL	600		

3 MASTER RANK POKéMON CONTEST HALL

Lilycove City's Pokémon Contest Hall holds all of Hoenn's contests. You can enter a Pokémon that has won at least one ribbon in the Normal, Super, and Hyper Rank Pokémon Contests. You can also link up with three friends and enter a Master Rank contest together, or mix berries in the lobby using the Contest Hall's Berry Blender.

4 SHOP 'TIL YOU DROP

The Lilycove City Department Store's selection is dizzying. With five floors of items, you can bet you'll find anything you're looking for. You can shop after you've defeated your rival.

LATER *Return to the Lilycove City Department Store after you become the Pokémon League Champion. There will sometimes be a special sale on the roof! TV ads will tell you when the sales are.*

ROOFTOP: CLEAR-OUT SALE

BREAKABLE DOOR	3,000	SAND ORNAMENT	3,000
CUTE TV	15,000	SLIDE	8,000
FENCE LENGTH	500	SOLID BOARD	3,000
FENCE WIDTH	500	STAND	7,000
MUD BALL	200	TIRE	800
RHYDON DOLL	10,000	TV	12,000
ROUND TV	15,000	WAILMER DOLL	10,000

5TH FLOOR: FAR-RIGHT CORNER

ATTRACT MAT	4,000	POWDER SNOW MAT	4,000
FIRE BLAST MAT	4,000	SPIKES MAT	4,000
FISSURE MAT	4,000	SPIN MAT	2,000
GLITTER MAT	2,000	SURF MAT	4,000
JUMP MAT	2,000	THUNDER MAT	4,000

5TH FLOOR: MIDDLE-RIGHT COUNTER

BALL POSTER	1,000	PIKA POSTER	1,500
BLUE POSTER	1,000	RED POSTER	1,000
CUTE POSTER	1,000	SEA POSTER	1,500
GREEN POSTER	1,000	SKY POSTER	1,500
LONG POSTER	1,500		

4TH FLOOR: LEFT COUNTER

TM 16 (LIGHT SCREEN)	3,000	TM 20 (SAFEGUARD)	3,000
TM 17 (PROTECT)	3,000	TM 33 (REFLECT)	3,000

3RD FLOOR: RIGHT COUNTER

DIRE HIT	650	X DEFEND	550
GUARD SPEC.	700	X SPECIAL	350
X ACCURACY	950	X SPEED	350
X ATTACK	500		

2ND FLOOR: RIGHT COUNTER

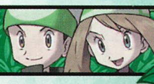
HYPER POTION	1,200	REPEL	350
MAX POTION	2,500	REVIVE	1,500
MAX REPEL	700	SUPER POTION	700
MECH MAIL	50	SUPER REPEL	500
POTION	300	WAVE MAIL	50

5 POKéMON LOTTERY

The Lilycove City Department Store offers a lottery once per day to all Pokémon Trainers—you don't even have to buy anything to play. If the ID number of any Pokémon in your party matches the ID number drawn, you'll get one of the prizes shown below.

Lottery Results

Winning Condition	Prize
Match every number	Master Ball
Match 4 numbers	Max Revive
Match 3 numbers	Exp. Share
Match 2 numbers	PP Up



6 VENDING MACHINES

If you're feeling thirsty, you can plunk your change into either of the rooftop vending machines for a refreshing drink. You'll also have the opportunity to chat with a woman who can teach a Pokémon the Substitute move.

7 POKéBLOCK MASTER

The PokéBlock Master in Lilycove City has learned how to make the very best PokéBlocks. Take the time to listen to her PokéBlock wisdom.

8 POKéMON AS ART

Speak with the curator in the Lilycove Museum; he will take you up to the second floor. Talk with him about your love for fine art, and he'll request that you revisit places in Hoenn and ask around for artwork to be donated. Visit each town to find art collectors and hit them up for a contribution to the museum.

9 WAILMER BLOCKADE

Team Aqua is training a group of Wailmer in the Lilycove City harbor. No one can travel through Route 124 while the Wailmer are blocking the path there.

LATER *After the submarine departs from Team Aqua's Hideout, return to Lilycove City. The Wailmer blockade will be gone and you'll be able to surf through to Route 124.*

10 SAIL THE *S.S. TIDAL*

LATER *The* S.S. Tidal *will be open for business after you become the Pokémon League Champion. The vessel sails between Lilycove City and Slateport City. Talk to the man wearing sunglasses when you board the ship first time; then you'll be able to choose Battle Frontier as your destination.*

11 THE MASTER BLENDER

LATER *After you become the Pokémon League Champion, a master blender will show up in the contest hall. Together, you can make excellent PokéBlocks. Watch the TV news for his arrival.*

12 THREE LADIES

Three women will randomly appear inside the Lilycove City Pokémon Center to the left of the front counter. The Contest Lady wants to enter the Pokémon Contest, so you'll need to give her PokéBlocks that are suitable for the Pokémon she has in tow. Refer to the Contest Lady chart on this page and give her what she needs. The Quiz Lady will appear only once you have exchanged records upstairs with another player via a wireless connection or a link cable. She will ask you a multiple-choice question and reward you with a prize for answering correctly. The Favor Lady will ask for an item with a general description. Provide her with the correct one to receive a prize as thanks.

Contest Lady

Use the correct berry assortment when creating PokéBlocks for the Contest Lady. Check the TV for a shout-out after she enters her winning Pokémon.

Pokémon	PokéBlock
Zigzagoon "Handsome"	Includes Spicy flavor
Skitty "Vinny"	Includes Dry flavor
Poochyena "Moreme"	Includes Sweet flavor
Kecleon "Ironhard"	Includes Bitter flavor
Pikachu "Muscle"	Includes Sour flavor

Quiz Lady Q & A

The Quiz Lady will ask you 16 questions in random order. Give her the correct answer to receive a prize.

Question	Answer	Prize
"Which isn't a game version?"	Dark	Bead Mail
"Which is the pretty item?"	Flowers	Max Ether
"Which stores your Pokémon?"	PC	TM 15 (Hyper Beam)
"Which will stop poison?"	Immunity	Durin Berry
"Which item do you break?"	Egg	Max Ether
"Which stores information on Pokémon?"	PokéDex	Glitter Mail
"A Pokémon was once this."	Plush Doll	Star Piece
"How do Pokémon evolve?"	Level	Tropic Mail
"Steel is strong versus which?"	Ice	Rare Candy
"Ghost is weak vesus which?"	Psychic	Premier Ball
"Dark is weak versus which?"	Fighting	Rare Candy
"Which of these is music?"	Rock	Watmel Berry
"Which will block escape?"	Shadow Tag	Belue Berry
"Which goes with center?"	Pokémon	Luxury Ball
"Which will stop confusion?"	Own Tempo	Max Ether
"Which machine gives you information?"	Television	Big Pearl

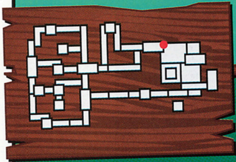
Favor Lady

A certain woman is looking for a favor from you. She requires a particular item, but she's not quite sure what it is. Provide her with an appropriate gift, and she'll reward you with a prize.

She wants . . .	Give her . . .	Prize
"something slippery"	Repel, Super Repel, Max Repel, Antidote, Paralyze Heal, Burn Heal, Pecha Berry, Grepa Berry, Belue Berry, Awakening or Fluffy Tail	Protein
"something roundish"	Energypowder, Rare Candy, Pearl, Big Pearl, Hard Stone, Smoke Ball, Revive, Max Revive, Shoal Shell, Tinymushroom, Aspear Berry, Oran Berry, Grepa Berry, Magost Berry, Watmel Berry or Poké Ball	Calcium
"something wham-ish"	Revival Herb, Potion, Fresh Water, Soda Pop, Lemonade, Hard Stone, Light Ball, Lava Cookie, Chesto Berry, Nanab Berry, Wepear Berry, Kelpsy Berry, Nomel Berry or Durin Berry	Iron
"something shiny"	Heal Powder, X Speed, X Attack, X Defend, Blue Flute, Yellow Flute, Red Flute, White Flute, Black Flute, Nugget, Sun Stone, Stardust, Star Piece, Pearl, Big Pearl, Twistedspoon, Silverpowder, Brightpowder, Luxury Ball or Premier Ball	Zinc

Favor Lady (continued)

She wants . . .	Give her . . .	Prize
"something sticky"	Energy Root, Full Restore, Max Potion, Dire Hit, X Accuracy, Guard Spec.,Watmel Berry, Leftovers, Tinymushroom or Rare Candy	Carbos
"something pointy"	Quick Claw, Poison Barb, Sharp Beak, Dragon Fang, Tamato Berry, Rabuta Berry, Spelon Berry, Durin Berry, Stardust or Star Piece	HP Up



AQUA HIDEOUT

Just off the eastern coast of Hoenn on an unassuming islet, the crafty members of Team Aqua are putting the finishing touches on their diabolical plans to flood the earth. You'll need to blow past scores of guards and wrangle your way through some electrifying situations before you confront their leader, Archie.

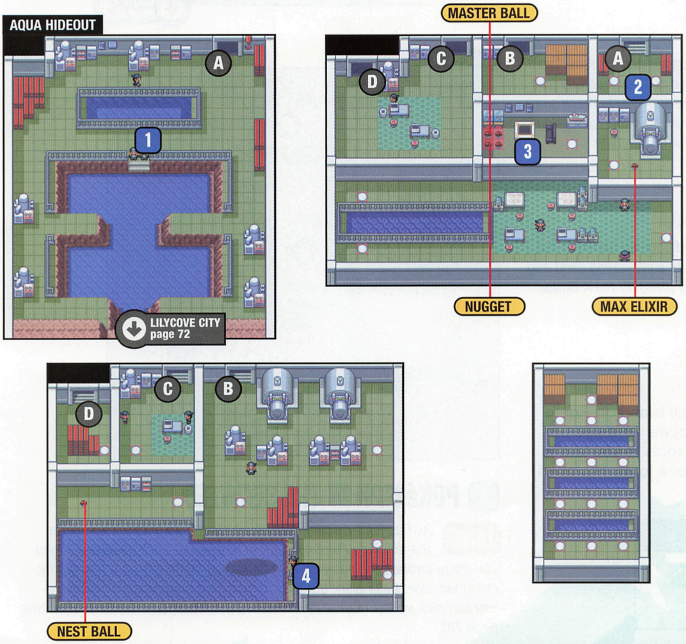
1 FOLLOW THE LEADER

When you first try to investigate the team's hideout, you won't be permitted to pass. The two Grunts standing guard are pretty dense, though—they'll tell you where Team Aqua's leader is. Fly to Slateport City and speak with Capt. Stern to learn of the recent discovery on the ocean floor of Route 128.

LATER *Follow Team Aqua after it steals the submarine from the Slateport City Harbor. The team will be so preoccupied with its plans that it will leave the entrance unguarded. Sneak in!*

2 WHITE WARP PANELS

The white circles all over the hideout's floors are warp panels. When you step on one, you'll be transported to another area of the secret base. Most warp panels are two-way, so you can backtrack if necessary. Use the Aqua Hideout map shown below to find your way to the team's leader.

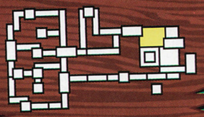


3 MENACING MIMICS

You'll find Electrode Pokémon near item-holding Poké Balls in the hideout, waiting for unsuspecting people to try to pick them up. When you approach an Electrode, it will spark to life and attack you. Use the map to see where the real items are to avoid unwanted combat, though daring Trainers may wish to do battle to increase their Pokémon's experience.

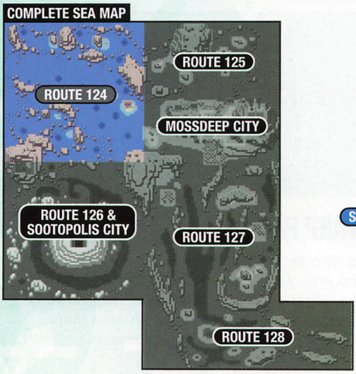
4 UNDERWATER CHASE

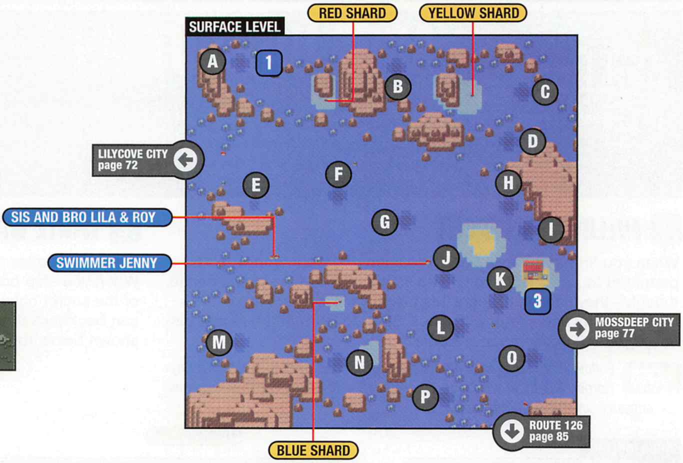
You'll arrive at the hideout's docking area just in time to see Team Aqua leader Archie fleeing to watery depths inside the stolen submarine. You'll need to find HM 08 (Dive) and earn the Mind Badge in Mossdeep City before you'll be able to pursue the team and recover Captain Stern's submarine.



ROUTE 124

Route 124 is part of a chain of expansive waterways off Hoenn's eastern coast. It offers many secrets to explore both above and below the surface. You'll need to use HM 08 (Dive) and Surf to navigate every nook and cranny of this salty stretch. Many Water-type Pokémon and swimming Trainers play together in the swelling waves, so stay alert.





1 DIVE TO THE OCEAN FLOOR

LATER *Below Route 124's surface lies a maze of tunnels and caverns. You'll need to get HM 08 (Dive) and the Mind Badge in Mossdeep City (see page 78) so you can explore the underwater areas. The only way to reach some of Route 124's above-water sections is by resurfacing in the right place using Dive again. You can submerge in areas where the water is dark blue.*

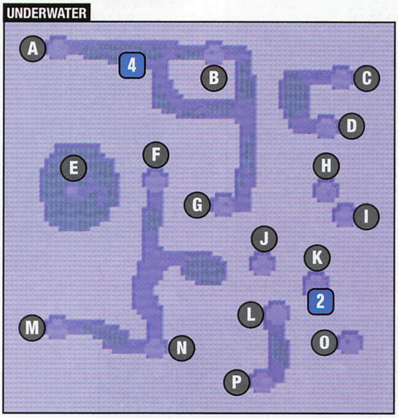
2 FORGOTTEN BOOTY

LATER *Sometimes items fall to the ocean floor and become buried in the sand. Look for spots that are darker than the surrounding sand and check for buried treasure with your Itemfinder and by pressing the A Button in each dark spot in the vicinity.*

3 OCEAN TREASURE

The Diving Treasure Hunter resides on a small island on Route 124. He lives and breathes to discover rare ocean treasures. What he desires most are shards of ancient tools. If you find a colored shard, he will trade you a special stone for it. The chart below shows what he'll trade for.

Shard	Special Stone
Blue Shard	Water Stone
Green Shard	Leaf Stone
Red Shard	Fire Stone
Yellow Shard	Thunderstone



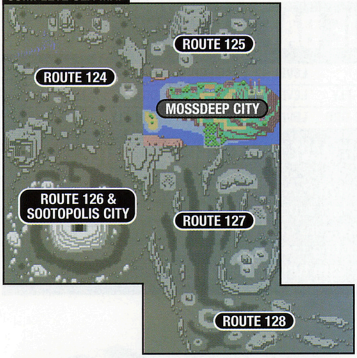
4 POKéMON IN THE SEAWEED

LATER *Just as land-dwelling Pokémon often hide in tall grass, deep-sea-dwelling Pokémon lurk in patches of thick seaweed. When you swim through the swaying kelp beds, you might stir up a few flighty Pokémon. Dive Balls work the best for catching underwater Pokémon—you can pick up the marine Poké Balls at the Mossdeep City Pokémart (see page 78).*

MOSSDEEP CITY

Life in Mossdeep City is harmonious with the ocean and its sea-dwelling Pokémon. Tourists and city natives gather along the island's shores to watch Wailmer together. The town is Steven's home and the site of the prestigious Mossdeep Space Center, where you'll duke it out with more of Team Magma's elite Trainers.

COMPLETE SEA MAP



1 STEVEN'S HOUSE

HM 08 (DIVE)

Steven lives on Mossdeep City's western shore, where his house overlooks the ocean. He keeps his impressive collection of rare stones and rocks carefully arranged in glass display cases throughout his home. After you defeat Team Magma inside the Space Center, talk to your friend; he'll give you HM 08 (Dive) and advise you on how to use it to explore the ocean floor.

LATER *Return to Mossdeep City after you've become the Pokémon League Champion. Enter Steven's house to find a letter he's left for you. Steven is proud of you for your accomplishments as a Trainer and has left you a gift—the rare Beldum.*

2 THE KING'S ROCK

KING'S ROCK

Steven gave a boy near his house a King's Rock. The boy doesn't know what to do with it, though, and asks you if you'd like to have it—reply "Yes." Having your Pokémon hold the King's Rock may cause your Pokémon to evolve and your foe's Pokémon to flinch.

3 WHERE'S YOUR SECRET BASE?

The little boy in the house south of Steven's loves to search for other people's Secret Bases. He's surprisingly good at finding them, too! Talk to the little boy—he'll tell you where he found your Secret Base.

POKéMART

DIVE BALL	1,000	REVIVE	1,500
FULL HEAL	600	ULTRA BALL	1,200
HYPER POTION	1,200	X ATTACK	500
MAX REPEL	700	X DEFEND	550
NET BALL	1,000		

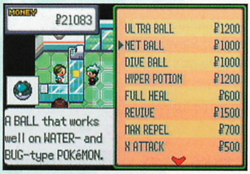
MOSSDEEP CITY

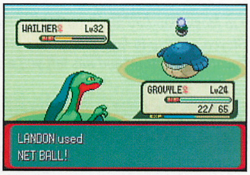
4 PREFERRED POKéBLOCK

The man in the house to the left of the Mossdeep City Pokémon Gym is a master at discerning Pokémon's PokéBlock preferences. The man will tell you what color PokéBlock the first Pokémon in your party prefers. Some Pokémon don't prefer one PokéBlock color over another, but others strongly prefer specific ones.

5 MOSSDEEP CITY'S NEW POKé BALLS

Designed with the environment in mind, Mossdeep City's Pokémart carries two new Poké Balls. Net Balls make capturing Bug-type and Water-type Pokémon easier by ensnaring them in a large net. Dive Balls are a Pokémon Trainer's best friend when trying to capture deep-sea Pokémon.





6 WIRELESS MINIGAMES

Fire up your Game Boy Advance Wireless Adapter with a friend and try your hand at the two minigames offered here— Pokémon Jump or Dodrio Berry-Picking.

7 HOWDY, SCOTT

Your pal Scott just happens to be patrolling Mossdeep City on his never-ending quest to find talented Trainers. Chat him up.

8 A SUPER ROD `SUPER ROD`

The fisherman in Mossdeep City loves his Super Rod—talk to him to find out why. When you tell him you want one of these quality poles, he'll give you one. The Super Rod is the strongest fishing rod. You can even use it to catch Pokémon that live on the ocean floor.

9 CARRIER WINGULL

A little girl in Mossdeep City is in a long-distance relationship with a boy in Fortree City. They send letters to each other via the boy's pet Wingull. It's a long flight for the little Pokémon, but it doesn't seem to mind. If you've already spoken to the boy, visit the little girl then return to Fortree City and talk to the boy—he'll give you the Mental Herb (see page 65).

10 MOSSDEEP SPACE CENTER `SUN STONE`

Scientists at the Mossdeep Space Center study the galaxy and its ties with Pokémon. They launch rockets into space to gather information about everything from the weather to Pokémon's origin. Talk to the people here. A man on the first floor will give you the Sun Stone he found while he was walking on the beach. After you defeat Gym Leaders Tate & Liza, you'll fight Team Magma's brass upstairs.

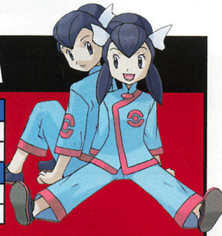
! MAXIE BATTLE 3

MIGHTYENA	DRK	LEVEL 42	CAMERUPT	FIRE-GRD	LEVEL 36
CROBAT	PSN-FLY	LEVEL 43	MIGHTYENA	DRK	LEVEL 38
CAMERUPT	FIRE-GRD	LEVEL 44	GOLBAT	PSN-FLY	LEVEL 40

RECOMMENDED MOVE TYPES: FIGHTING, WATER

Maxie's selection of Pokémon hasn't changed much since when you last fought him, but his party has doubled in size. Take care of the Crobat or Golbat quickly—their status-effecting moves will enfeeble your Pokémon, forcing you to waste turns healing them.

GYM LEADER: TATE & LIZA



LEVEL 41 CLAYDOL	GRD-PSY	LEVEL 42 LUNATONE	RCK-PSY
EARTHQUAKE	ANCIENTPOWER	LIGHT SCREEN	PSYCHIC
PSYCHIC	LIGHT SCREEN	HYPNOSIS	CALM MIND
LEVEL 41 XATU	**PSY-FLY**	**LEVEL 42 SOLROCK**	**RCK-PSY**
PSYCHIC	SUNNY DAY	SUNNY DAY	SOLARBEAM
CONFUSE RAY	CALM MIND	PSYCHIC	FLAMETHROWER

RECOMMENDED MOVE TYPES: DARK, GRASS, STEEL, WATER

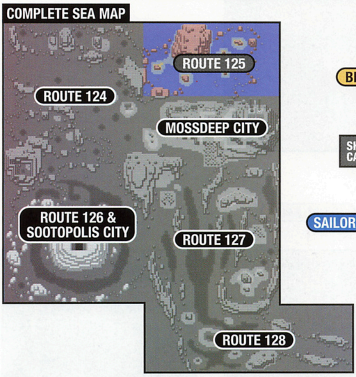
Mysterious psychic powers emanate from Mossdeep City's Pokémon Gym. The Trainers inside practice constantly with their Psychic-type Pokémon, and as a result they are worthy adversaries. You'll travel along narrow paths and step on warp panels to reach each Trainer and ultimately, the Gym Leaders. Switches move the arrow panels and the places of Trainers—keep an eye on the position of each foe. Tate and Liza are psychic twins—their moves are synchronous and they employ many Hyper Potions during your fight.

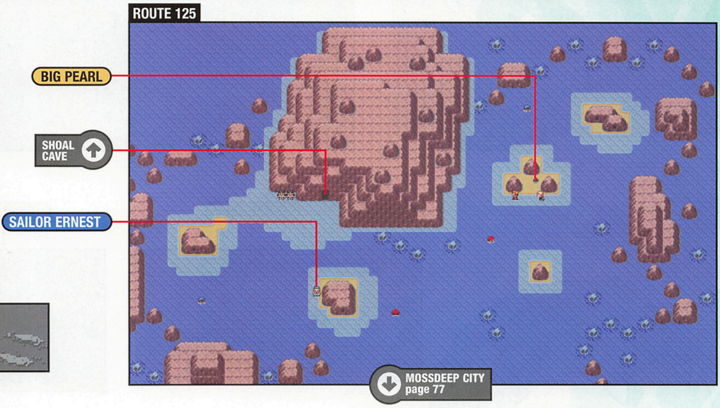
PRIZES: `MIND BADGE` `TM 04 (CALM MIND)`

The Mind Badge increases your Pokemon's Special Attack and Special Defense. When you possess the Mind Badge, you can use HM 08 (Dive) in the field.

ROUTE 125 & SHOAL CAVE

Route 125 and Shoal Cave are at the northeastern edge of Hoenn's ocean. Small rocks and islands speckle the shallow water, but the most prominent landmass is Shoal Cave's island. After you've conquered the Mossdeep City Pokémon Gym and are able to use Dive outside of battle, explore Route 125's waters and the secrets within Shoal Cave.





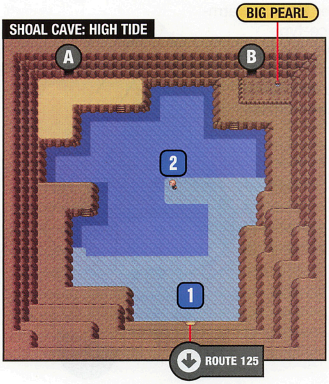
1 TIDE'S EBB AND FLOW

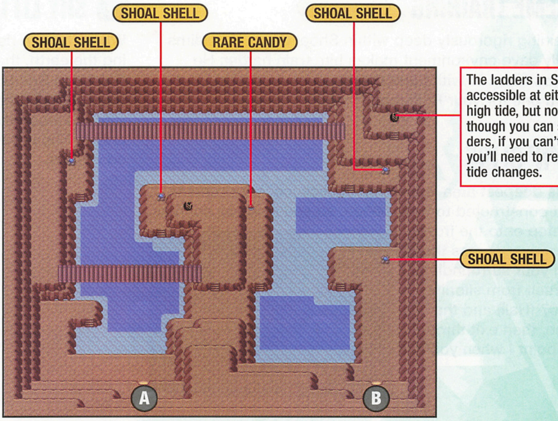
The ocean tide gradually rises and falls, affecting Shoal Cave's water level. The time between high tide and low tide is six hours. You can reach certain ladders and areas of Shoal Cave only at high tide and others only at low tide. The maps below display Shoal Cave at high tide and the maps on page 80 display the cave at low tide.

2 TIDAL TREASURES

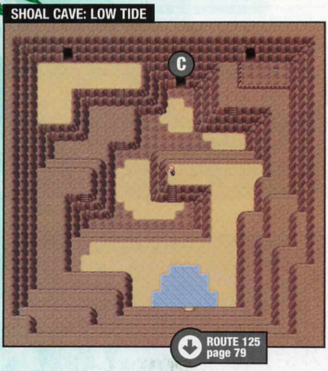
SHELL BELL

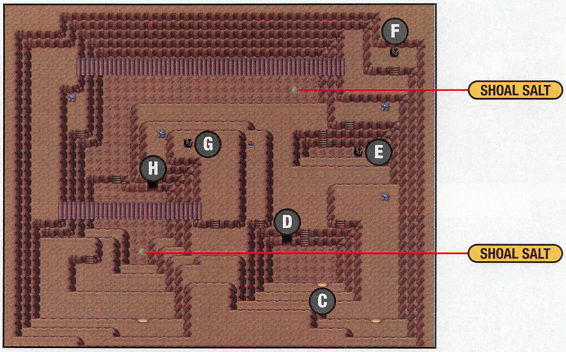
The elderly man who visits Shoal Cave will ask you to bring him any Shoal Salt and Shoal Shells you find. You can collect Shoal Salt at low tide and Shoal Shells at high tide. If you bring the elderly man four of each, he'll fashion you a Shell Bell.

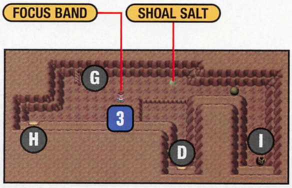


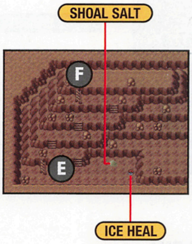


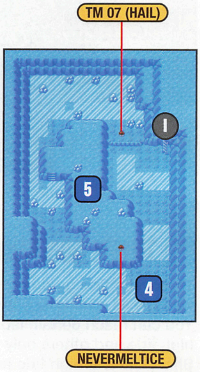
The ladders in Shoal Cave are accessible at either low tide or high tide, but not both. Even though you can see the ladders, if you can't reach them, you'll need to return when the tide changes.

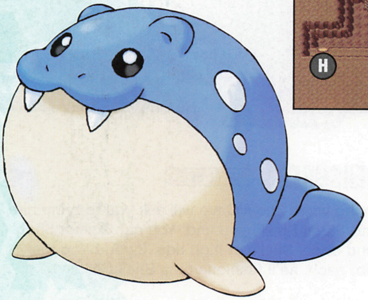










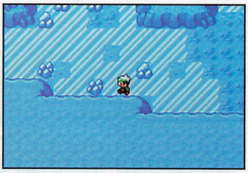


3 EXTREME TRAINING FOCUS BAND

A man is training rigorously deep within Shoal Cave. He claims that the chilly cave environment makes him train harder. He wears a Focus Band to withstand the harsh environment, and he'll give you one for your Pokémon.

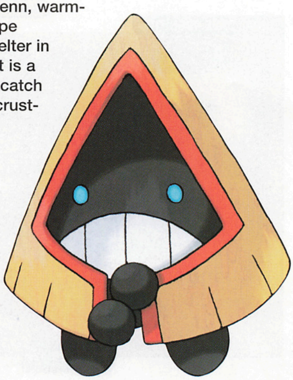
4 SLIP 'N' SLIDE

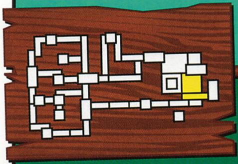
Shoal Cave's deepest area is covered in slick ice. Your running shoes aren't constructed to walk on ice, so you'll slip as soon as you take a step onto the frozen ground. Maneuver across the ice by using your surroundings to stop yourself from slipping. Collect TM 07 (Hail) and the Nevermeltice, then exit through the door at point I when you're finished.



5 SHY LITTLE SNORUNT

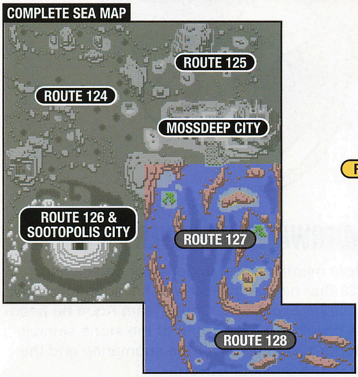
When the sun rises over Hoenn, warming the earth, the shy Ice-type Pokémon Snorunt seeks shelter in deep, cold caverns. Snorunt is a rare Pokémon that you can catch only in Shoal Cave's ice-encrusted depths.

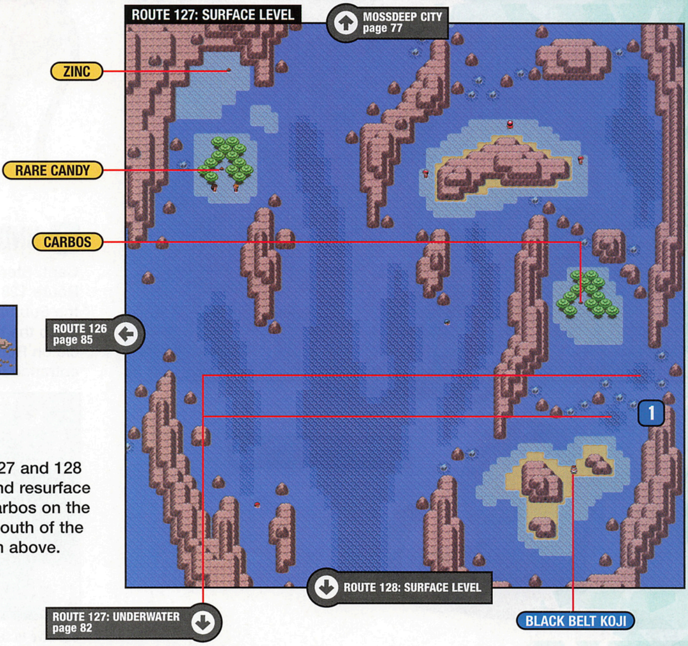




ROUTES 127 & 128

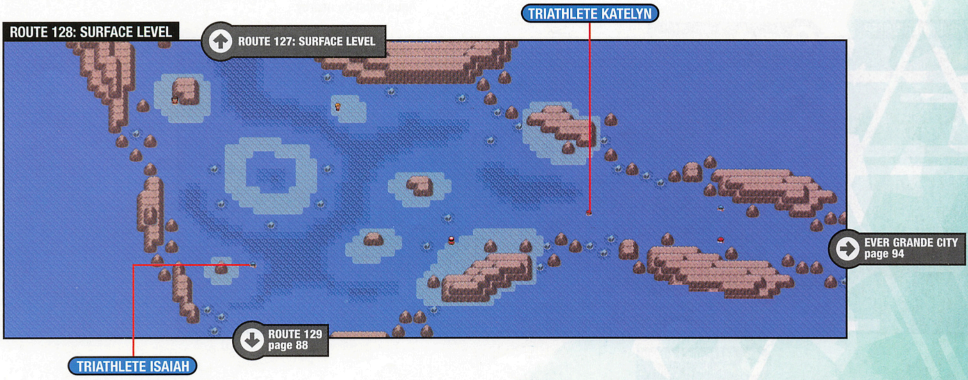
As the ocean waves eroded the land over the years, a complex system of underwater ravines was carved under Routes 127 and 128. Many Trainers swim through these channels, honing their skills in the deep waters. Use the maps below and on page 82 to negotiate the dark underwater passageways.



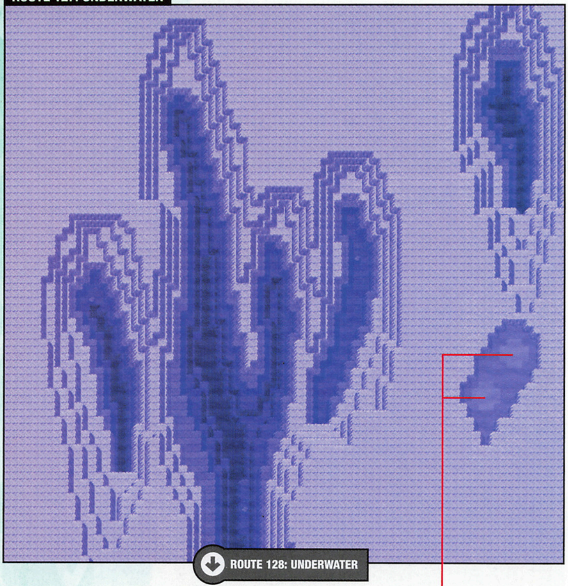


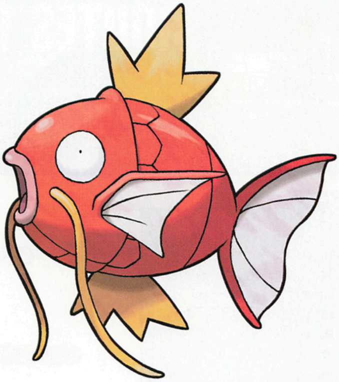
1 DIVE AND APPROACH

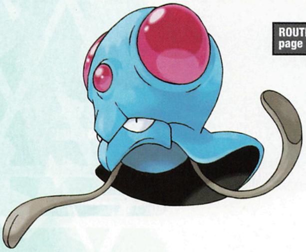
The reefs and rocky islands along Routes 127 and 128 create a watery maze. You'll need to dive and resurface on the other side of the reef to reach the Carbos on the tree-covered shoal. Dive in the dark water south of the shoal, and again where the light shines from above.



ROUTE 127: UNDERWATER





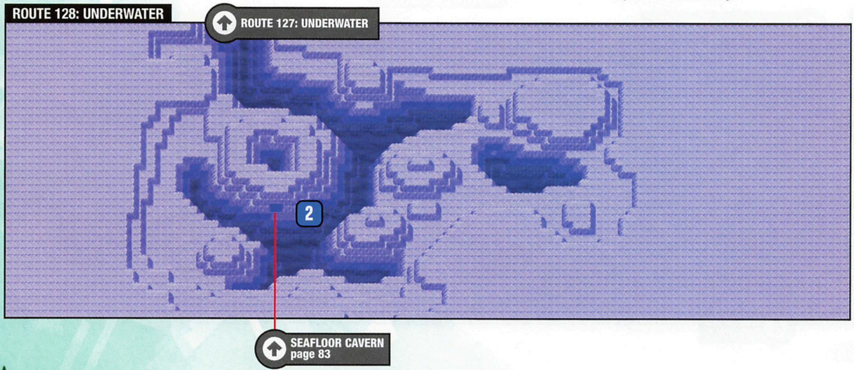


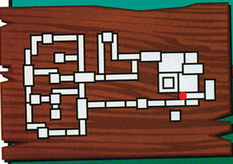
2 UNDERWATER DISCOVERY

Capt. Stern mentioned an underwater cave along Route 128 that he discovered with his aquatic vessel, the *Submarine Explorer 1*. Could Team Aqua be headed to the cave? Use Dive south of the stone semicircle on Route 128 to discover the submarine and the entrance to the Seafloor Cavern.

Use Dive to search for the submerged cave entrance. The *Submarine Explorer 1* is docked inside the cave, so Team Aqua must be nearby.

ROUTE 128: UNDERWATER



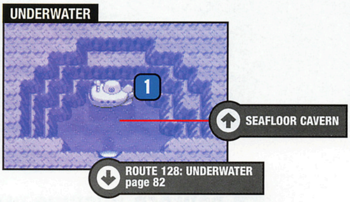


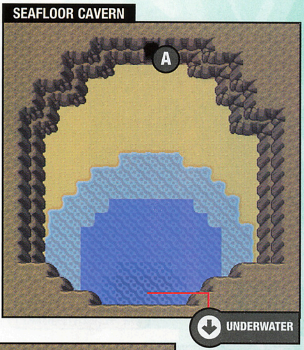
SEAFLOOR CAVERN

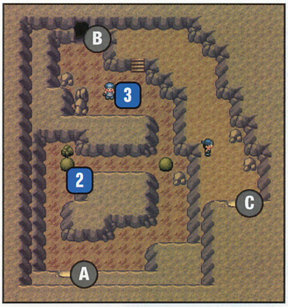
The Seafloor Cavern lies deep beneath Route 128's murky waters. It's constructed of a tricky network of doorways, many of which lead back to the entrance. Team Aqua is deep inside the cave searching for an ancient, legendary Pokémon to further their twisted plot. You'll need a Pokémon that can use Strength and Rock Smash to navigate all the cave's obstacles.

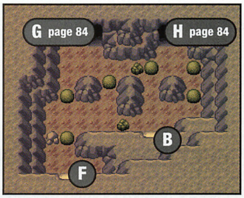
1 THE STOLEN SUBMARINE

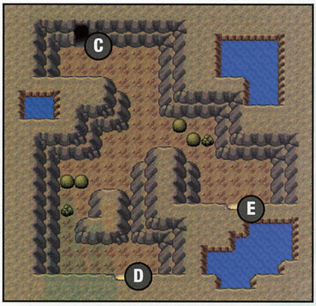
You'll find the submarine that Team Aqua stole from Slateport Harbor docked outside the Seafloor Cavern entrance. Team Aqua is obviously nearby, so resurface and prepare your Pokémon for battle before you enter the Seafloor Cavern.









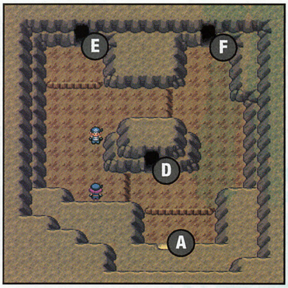


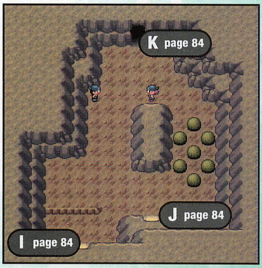
2 STRENGTH & ROCK SMASH

Untouched by humans for countless ages, the Seafloor Cavern is still in its natural state. Many heavy boulders and rocks litter the ground. You'll need to employ Strength to move the heavy boulders out of the way and Rock Smash to destroy the smaller stones. It's easy to trap yourself if you don't plan ahead; consult the maps to help plot your moves.

3 THEY'RE WAITING FOR YOU

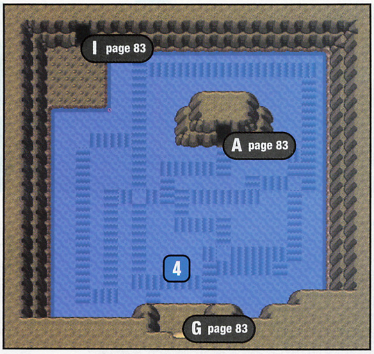
Team Aqua anticipated that you'd pursue it to the Seafloor Cavern, and the team will do anything to stop you from thwarting its plans. When you encounter Grunts, defeat them then pump them for information.

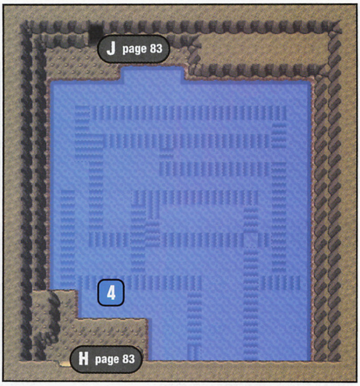


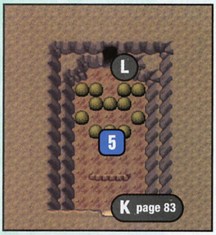


4 CRAZY CURRENTS

The water's currents are very strong in two rooms. Use Surf to float on the surface, then observe the direction of the water's flow. Surf onto a current to have it sweep you up and push you toward your desired destination.

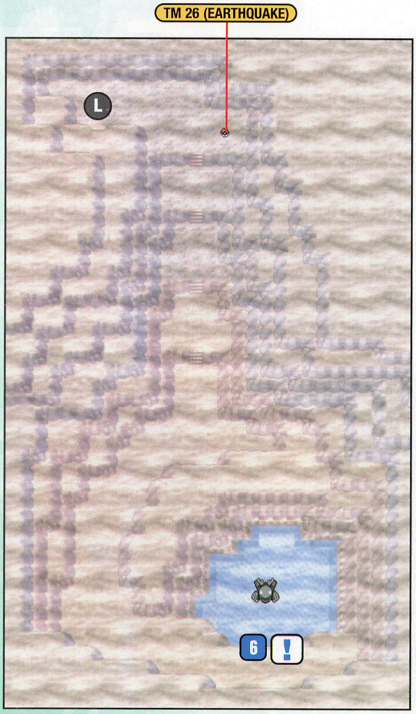






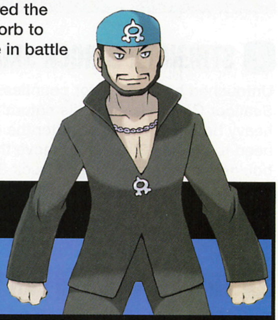
5 BOULDER-PUSHING BLUES

A dozen heavy boulders block your path through the door at point L. You'll need to use Strength to push the boulders out of your way, but it takes some strategy to create a clear path. Focus on pushing the boulders up against the right and left walls to forge a narrow path down the center. Use the screenshot to the right as a key—exit the room to reset the heavy boulders if you make a mistake.



6 AWAKENING ANCIENT POKéMON

Team Aqua's leader, Archie, has discovered the dormant Kyogre, and is using the stolen orb to awaken the mammoth Pokémon. Engage in battle and defeat the misguided boss.

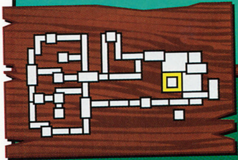


! ARCHIE BATTLE

MIGHTYENA	DRK	LEVEL 41
CROBAT	PSN-FLY	LEVEL 41
SHARPEDO	WTR-DRK	LEVEL 43

RECOMMENDED MOVE TYPES: ELECTRIC, FIGHTING

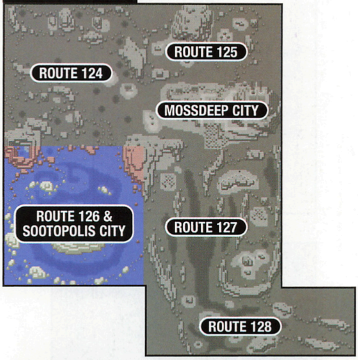
Mightyena and Sharpedo are easily dispatched with Fighting-type moves. Electric-type assaults work wonders against Crobat.



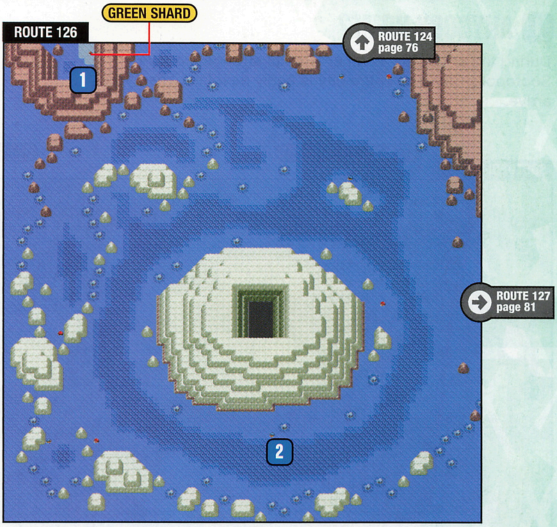
ROUTE 126

Team Magma and Team Aqua have created a catastrophic imbalance between the world's land and water masses—the teams are racing to set things right before it's too late. After the pair of ancient Pokémon disappears, follow Steven through Route 126 to Sootopolis City, which is in the crater of an ancient volcano. You'll need to use Dive to locate the entrance.

COMPLETE SEA MAP



ROUTE 126



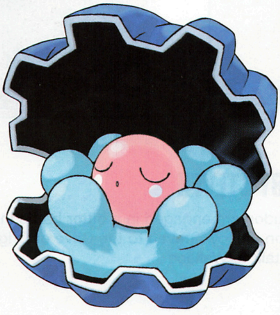
1 DIVE FROM ROUTE 124

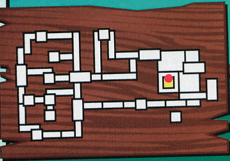
There's a rare Green Shard on Route 126, but you can't reach it by diving on the route. Return to Route 124's southwestern corner (see page 76) and use Dive near the rock formation that holds the Green Shard. You can trade it with the Diving Treasure Hunter for a Leaf Stone (see page 76).

2 WHERE, OH WHERE IS SOOTOPOLIS CITY?

The entrance to Sootopolis City is hidden deep under the ocean at the dormant volcano's base. Surf to the volcano's southern side and use Dive where the water is deep. You can enter Sootopolis City through the small cavern on the ocean floor. Resurface where the sunlight shines through the water.

UNDERWATER



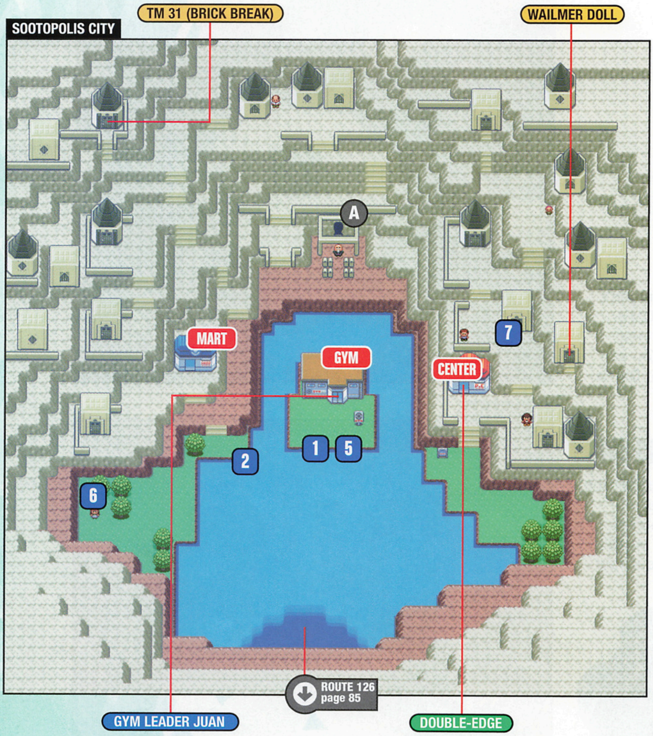


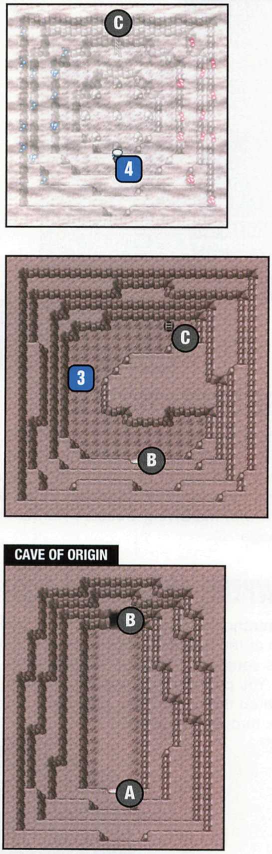
SOOTOPOLIS CITY & CAVE OF ORIGIN

During the catastrophe, the citizens of Sootopolis City are so frightened by the extreme weather that they've locked themselves in their homes. The only buildings that will be open when you arrive are the Pokémon Center and the Pokémart.

1 ANYBODY HOME?

During the crisis, the weather is at its strongest above Sootopolis City. The entire city is eerily desolate when you arrive.





POKéMART			
FULL HEAL	600	SHADOW MAIL	50
HYPER POTION	1,200	ULTRA BALL	1,200
MAX POTION	2,500	X ATTACK	500
MAX REPEL	700	X DEFEND	550
REVIVE	1,500		

2 GUIDED BY STEVEN

Kyogre and Groudon are engaged in a bitter battle inside the Sootopolis lagoon. Follow Steven to the Cave of Origin, then walk inside and talk to Wallace.

3 WILD POKéMON ENCOUNTERS

The Cave of Origin is well-populated with wild Pokémon that haven't seen a human in a very long time. Each step you take disturbs the silence—the ground will shake periodically in response. The wild Pokémon will attack, so prepare your team for battle or use Repels.

4 THE THIRD ANCIENT POKéMON

Wallace awaits you inside the Cave of Origin. He'll tell you the legend of Rayquaza, then he'll depart for the Sky Pillar. Search the cave and catch any wild Pokémon you want, then follow Wallace to the Sky Pillar and find Rayquaza.

5 RAYQUAZA COMES (HM 07 (WATERFALL))

LATER *Rayquaza will flee the Sky Pillar as you discover it. Return to Sootopolis to witness Rayquaza intervening in the fight between Groudon and Kyogre. The chaotic weather will soon subside, and townsfolk will emerge from their seclusion. Talk to Wallace; he'll give you HM 07 (Waterfall). You'll need to win the Rain Badge by defeating Gym Leader Juan before you can use it outside of battle.*

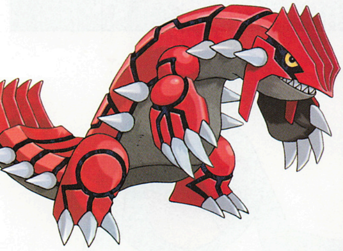
6 RARE BERRIES (BERRIES (RANDOM))

When the weather is normal, look for a girl by three trees on the western shore. She'll give you two rare berries each day.

Order Given	Rare Berries
1st Berry	Cornn Berry, Nomel Berry, Grepa Berry, Pomeg Berry, Hondew Berry, Qualot Berry, Kelpsy Berry, Rabuta Berry, Magost Berry, Tamato Berry
2nd Berry	Iapapa Barry, Figy Berry

7 BREAK THE RECORD (ELIXIR)

The brothers in the house northeast of the Pokémon Center are having a friendly dispute over whether Seedot or Lotad is bigger. Bring a Seedot or a Lotad to show the brothers. If it is larger than the brothers' records of 15.7 inches, they'll award you with an Elixir.



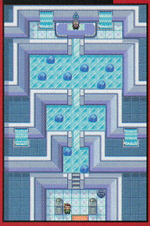
GYM LEADER: JUAN

LEVEL 41 LUVDISC	WTR	LEVEL 43 SEALEO	ICE-WTR		
WATER PULSE	ATTRACT	ENCORE	BODY SLAM		
SWEET KISS	FLAIL	AURORA BEAM	WATER PULSE		
LEVEL 41 WHISCASH	GRD-WTR	LEVEL 43 CRAWDAUNT	WTR-DRK	LEVEL 46 KINGDRA	WTR-DRG
RAIN DANCE	WATER PULSE	WATER PULSE	CRABHAMMER	WATER PULSE	DOUBLE TEAM
AMNESIA	EARTHQUAKE	TAUNT	LEER	ICE BEAM	REST

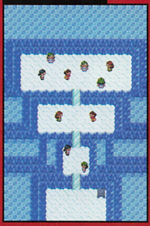
RECOMMENDED MOVE TYPES: FIGHTING, ELECTRIC, GRASS

If you've played Pokémon Ruby or Sapphire, you may have noticed that Wallace isn't the Sootopolis Gym Leader anymore. As it turns out, Juan is the true master Trainer of the city, and he taught Wallace everything he knows about Pokémon. This fight will be the toughest yet, as Juan's Water- and Ice-type hybrid Pokémon are capable foes. Put a beefy Grass-type Pokémon at the front of your queue, and back it up with a brawny Fighting-type. Don't be surprised if your team chugs a few healing items during the brawl, as they'll likely take a few hits.

GROUND FLOOR

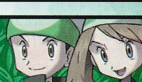


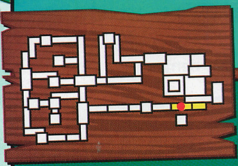
LOWER LEVEL



PRIZES: RAIN BADGE | TM 03 (WATER PULSE)

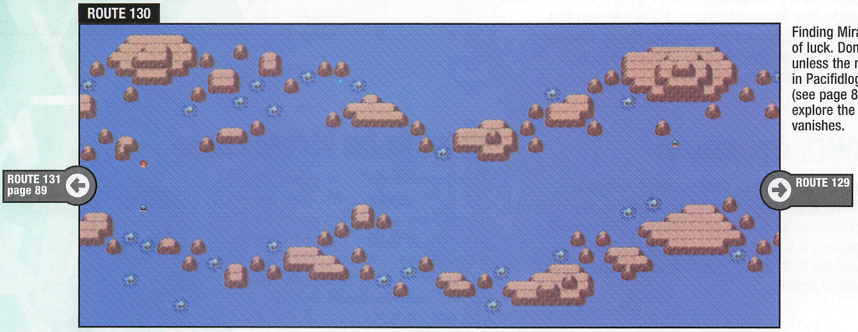
When you possess the Rain Badge, all levels of Pokémon will obey you and you can use HM 07 (Waterfall) outside of battle. Juan also gives you TM 03 (Water Pulse)—a powerful Water-type attack that may confuse the target.





ROUTES 129 & 130 & MIRAGE ISLAND

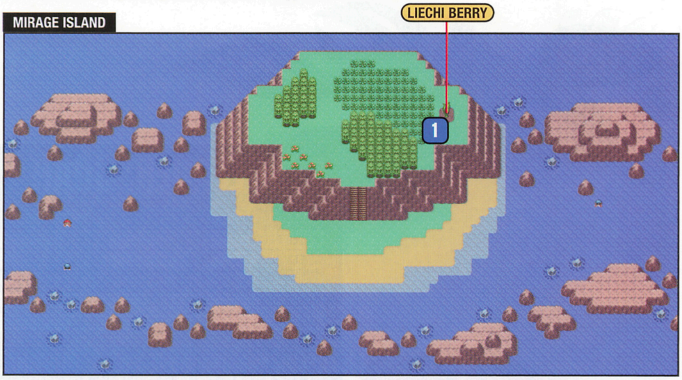
Normally, passing through Route 129 is a breeze—nothing but a whole lot of water and a smattering of Trainers to contend with. But once in a great while, Mirage Island materializes in the middle of the waterway. Some say its extremely rare appearance is a result of weather conditions; others say it's a matter of luck.

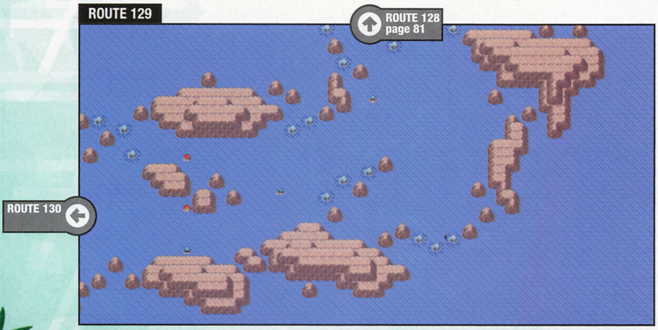


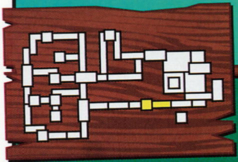
Finding Mirage Island is purely a matter of luck. Don't bother looking for it unless the man peering out his window in Pacifidlog Town tells you it's there (see page 89). If he does, head east and explore the cryptic landmass before it vanishes.

1 TOO GOOD TO BE TRUE

If you have the good fortune to explore Mirage Island, don't leave until you've collected its unique treasures. Wynaut run wild on the isle, so collect as many as you can before you leave—you may not be back for a very long time. Also pick the Liechi Berries from the plant. You should sow such rare berries so you can grow many more—just don't do it in Mirage Island's fleeting berry patch.

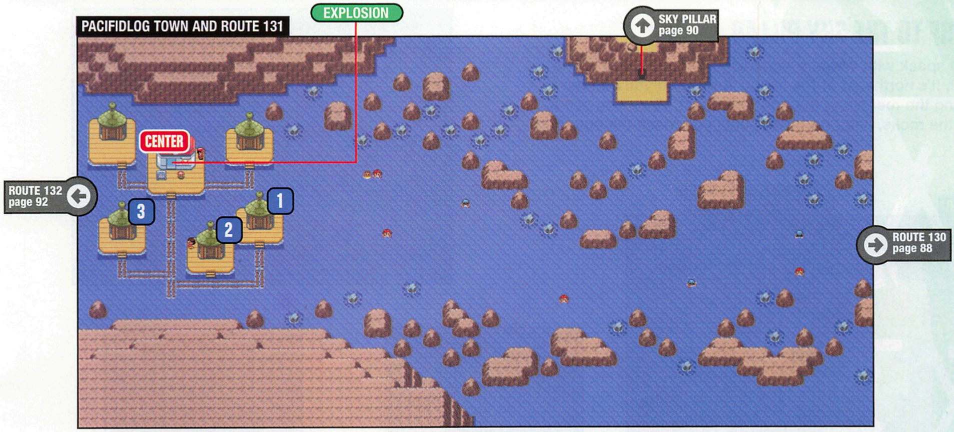






PACIFIDLOG TOWN & ROUTE 131

Tucked in Hoenn's tropical region, Pacifidlog Town sits quietly between water routes that flow to bustling cities. But make no mistake—the town, which floats above a colony of submerged Corsola, is just a dog paddle away from two of Hoenn's biggest secrets: Mirage Island and the Sky Pillar.



1 THE MYSTERY OF MIRAGE ISLAND

Inside a floating hut, an old man stares out his window. Speak to him to learn whether he's currently spotting Mirage Island. Its appearance is extremely rare, so if he spots it, head east to the island—pronto! Check in with the old man every day. He might see the island, which appears only once in a blue moon.

2 A HARD BARGAIN (WAVE MAIL)

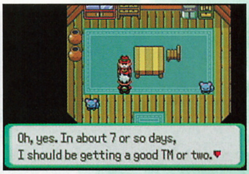
A boy inside one of the huts will ask if you'd like to trade a Bagon for his Horsea. Bagon are hard to come by, but Horsea are rare finds—even though Pacifidlog is built over a colony of the sea horse-like Pokémon.

If you make the trade, the boy's Horsea will come over to your collection with both a nickname and a held item—a Wave Mail.

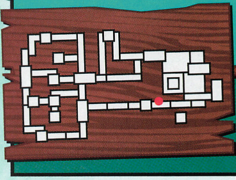
3 WEEKLY MOVE (TM 21 (FRUSTRATION)) (TM 27 (RETURN))

An elderly gent boasts that he's the the Pokémon Fan Club's most important person—the chairman's younger brother. That's a dubious claim to fame, but he will be important to you once each week. If you speak to him, he'll evaluate the friendship between you and your lead Pokémon. If he deems that the Pokémon likes you a lot, he'll give you TM 27 (Return). If he judges that it's not fond of you, he'll give you TM 21 (Frustration).

You'll receive either TM 21 or TM 27. Both moves are strong attacks, so you'll want to get both from him eventually.



After he gives you a TM, speak to him again to learn how many days you must wait before he'll give you another one.



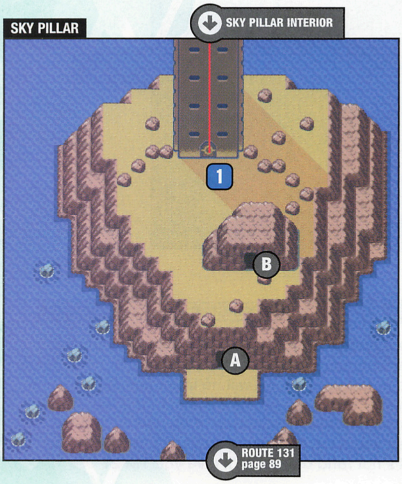
SKY PILLAR

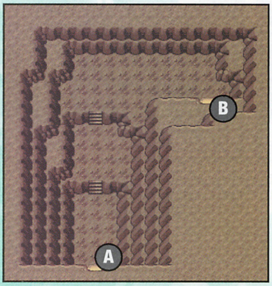
Your pursuit of Rayquaza will lead you to the Sky Pillar, a crumbling tower perched high atop an island of rock and sand. Reaching the restless giant won't be an easy affair, since its home is populated by numerous wild Pokémon itching for a fight. Tote your Mach Bike with you when you visit the second time—you'll require its speed to zip over the pillar's collapsing floors.

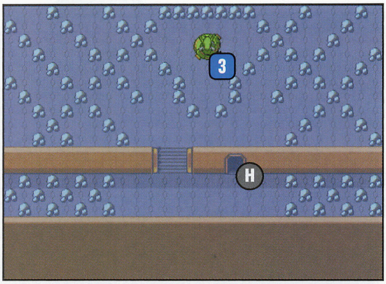
1 SURF TO THE SKY PILLAR

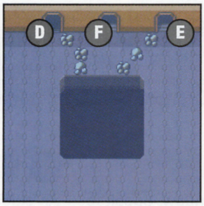
After you speak with Wallace regarding Rayquaza, surf to the Sky Pillar. It's northeast of Pacifidlog Town, and you can get to it by hugging the reef along the northern coast. Once you see a break in the rocks, head northwest until you reach the entrance.

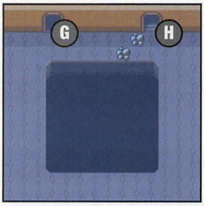
SKY PILLAR

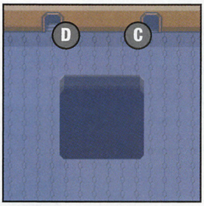


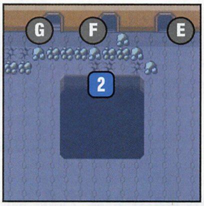




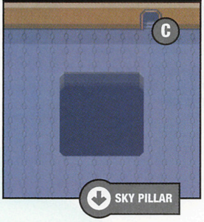








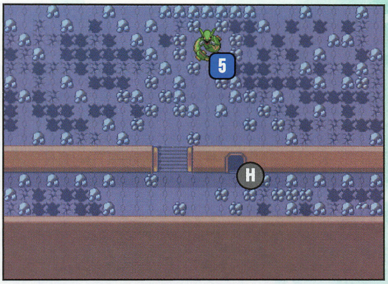
SKY PILLAR INTERIOR: 1ST VISIT



On your first visit to the Sky Pillar, the floor will quake. After you discover the ancient sleeping Pokémon, the resulting shockwave will crack the floor (see the maps on page 91) making the Sky Pillar a hazardous place to explore.

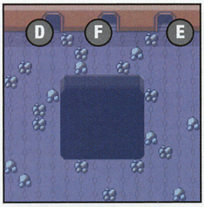
2 FALL TO THE LOWER LEVEL

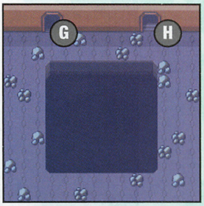
To reach the top of the Sky Pillar, you'll need to drop through the floor to access stairways that are blocked by rubble. Use the Mach Bike to race over weakened floor tiles, but stop on the ones you want to drop through.



3 RAYQUAZA'S ESCAPE

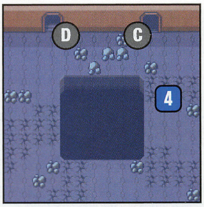
As you approach the resting Rayquaza on the Sky Pillar summit, it will flee. Return to Sootopolis.

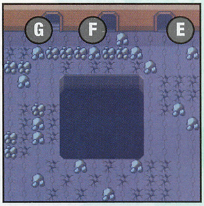




4 RIDE SWIFTLY

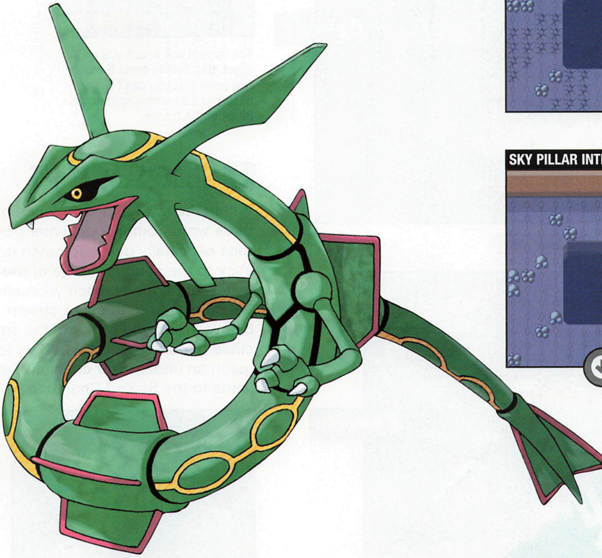
LATER *When you return to the Sky Pillar to catch Rayquaza, you'll notice that the floor has been heavily damaged as a result of the earthquake. You'll need to ride the agile Mach Bike over long stretches of crumbling flooring to reach the top again.*



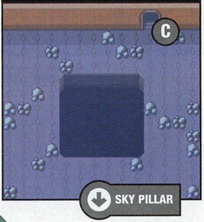


5 CATCH RAYQUAZA

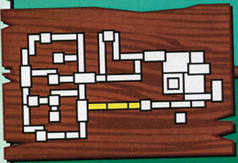
LATER *The second time you approach Rayquaza, it'll accept your battle challenge. The Dragon-and-Flying-type is a rare find, so do your best to catch it. If you defeat it by accident, you can try again after you win the Pokémon League Championship title.*



SKY PILLAR INTERIOR: 2ND VISIT

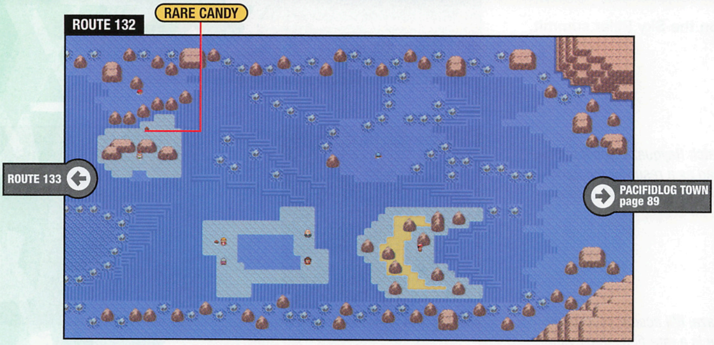


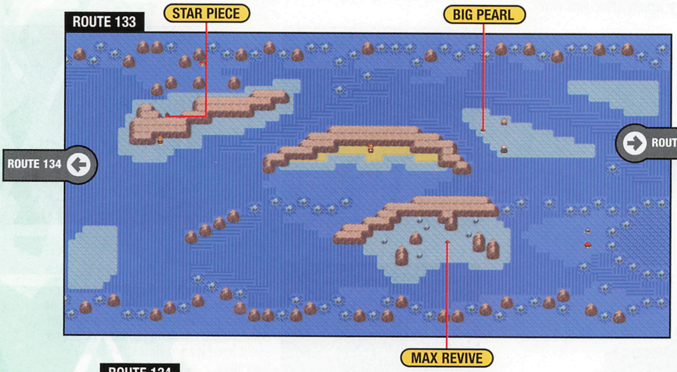
Consider using Max Repel to avoid random encounters with wild Pokémon during your trek to the top of the pillar. Get comfortable handling the Mach Bike, as you'll need it to navigate the broken floor tiles.

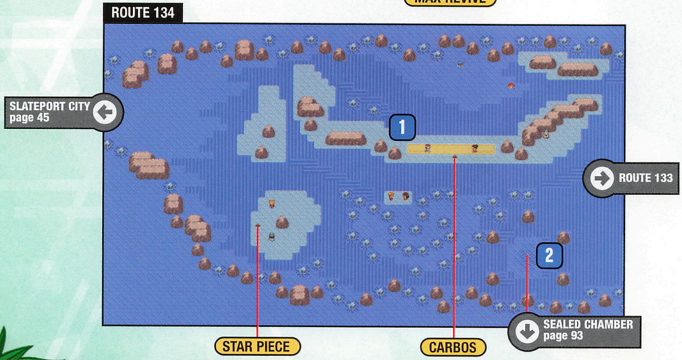


ROUTES 132, 133 & 134

A turbulent current flows westward from Pacifidlog Town. When surfing across the waters, you won't be able to control your direction, and you'll probably find yourself hurtling halfway to Slateport City or beached on a tiny island. You'll need to figure out which currents lead to important spots along the three routes.

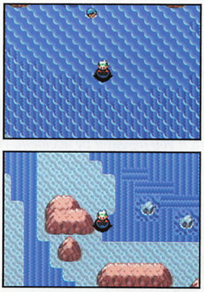






1 TRAINERS IN THE TIDE

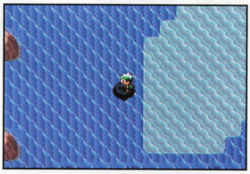
You'll have to ride the currents several times before you'll bump into most Trainers. The beach runner is the hardest to find. To reach him, enter the current just below the red-headed swimmer on Route 134—you'll end up beached near the isolated Trainer.

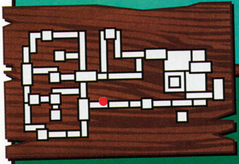


The current will beach you on a shoal. Use Surf to cross the narrow point that you can't walk past. You'll be within spitting distance of the Trainer.

2 UNDERSEA SECRET

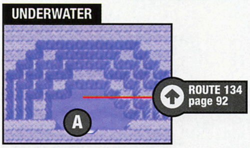
Within the swirl and turbulence of the three water routes, one water pocket runs especially deep. To reach it, stick to the southern edge of the water route, then launch yourself into the current from the spot shown below. When you drift into the small circle of darker water, use Dive to reach an underwater channel that leads to the Sealed Chamber.

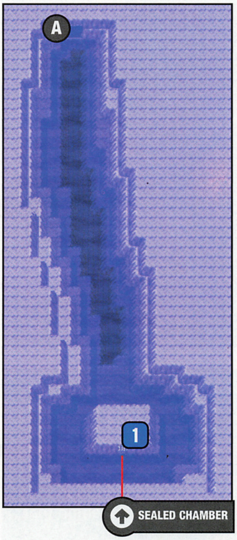




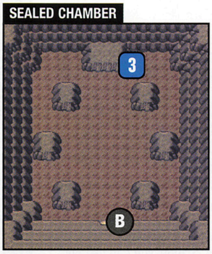
SEALED CHAMBER

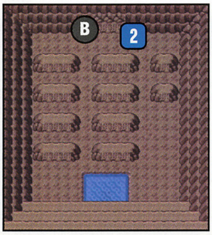
Finding the entrance to the Sealed Chamber is perhaps one of your most difficult tasks. You will embark on a three-part quest to capture some of the rarest Pokémon in Hoenn—some that you might want to add to your collection before you challenge the Elite Four.





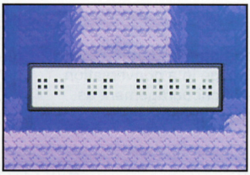
When you're underwater, use Dive only at the wall that shows the Visual Braille message to reach the cavern. If you use Dive anywhere else, you'll emerge on Route 134.





1 BREAKING THE SEAL

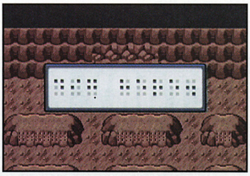
When you use Dive at point 2 on the Route 134 map, you'll enter an underwater channel that leads to a dead end, where there's a message chiseled into the rock. What could it mean? There's no way to know—for the moment. Stand in front of the text and return to the surface. You'll emerge in a new cavern.



Though you'll be jumping ahead in the storyline (you're not meant to understand the first message right away), you can use the Visual Braille guide on page 247 to translate every Visual Braille puzzle. This one reads, "GO UP HERE." Use Dive here to surface in a submerged chamber.

2 DIG FOR DEEPER TRUTH

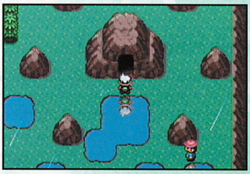
In the cavern, you'll find 10 rock tablets peppered with Visual Braille (the 26-letter English alphabet, plus a period and a comma). You can figure out on your own what the symbols mean, or refer to page 247 to find out.

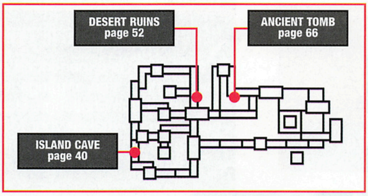


After you know how the symbols translate, read the message on the northern wall. You'll learn how to break through the wall to reach the second cavern. When translated, the text reads, "DIG HERE."

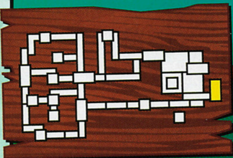
3 THE KEY TO THREE RUINS

In the innermost cavern, you'll be surrounded by seven mounds, each inscribed with more of the mysterious messages. Even when translated, they remain cryptic. Once you follow the instructions, you'll possess the knowledge to trigger a seismic event. To complete the task, you may need to go on a Pokémon hunt. It's all worth the trouble—you'll unlock three new areas in Hoenn.



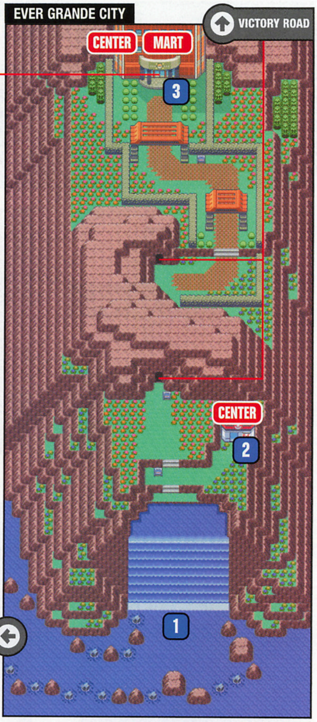


Put a Wailord in your team's lead position and a Relicanth in the final position. After you complete the task, reenter the innermost cavern and approach the northern mound. The ground will shake and three ruins across Hoenn will break open. Each contains new mysteries—and a Pokémon that you can't find anywhere else.



EVER GRANDE CITY

You'll need to surmount Ever Grande City's waterfall and Victory Road's hazards to reach the Pokémon League, every great Trainer's aspiration.



ROUTE 128 page 81

1 FROTHY FRONT DOOR

After you've found HM 07 (Waterfall) and obtained the Rain Badge, which allows you to use the move outside of battle, you'll be able to climb the massive waterfall that stands between you and Ever Grande City's highest plateau.

After you've climbed the waterfall, you can use Fly to return. Once you've reached the Pokémon League, you can use Fly to return to it, too.

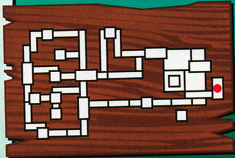
2 WE MEET AGAIN

You'll encounter your shades-sporting friend at the Ever Grande City Pokémon Center. Engage in a conversation with him. He'll offer some words of encouragement as inspiration for your final push toward greatness.

3 FINAL PREPARATIONS

The majestic building that houses the Pokémon League also contains a shop and a place to heal your Pokémon. Reorganize your team, heal your Pokémon and stock up on items before you take on the Elite Four. Fill your inventory with as many Revives, Max Potions and Full Restores as you can afford. You won't be allowed to return to the Pokémart during your Final Four battles.

POKéMART	
FULL HEAL	600
FULL RESTORE	3,000
HYPER POTION	1,200
MAX POTION	2,500
MAX REPEL	700
REVIVE	1,500
ULTRA BALL	1,200



VICTORY ROAD

To reach the Pokémon League, you must survive Victory Road, which is less of a road than a labyrinth blocked by rocky debris. With lots of would-be Pokémon League Champions and powerful wild Pokémon crowding the dark underpass, it's easy to lose your way. Bring along a Pokémon that knows the Flash move to help you see.

1 FIGHT WALLY

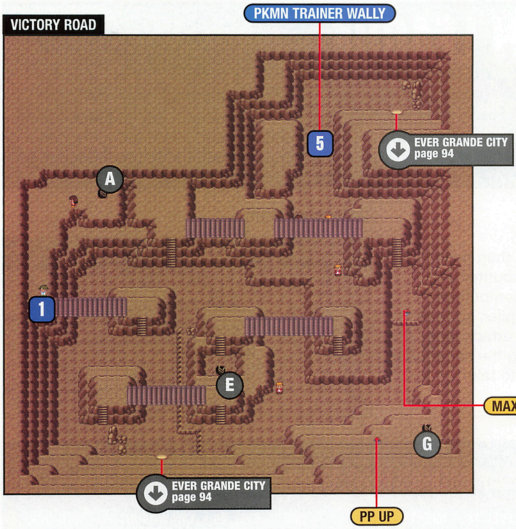
Your sickly friend Wally has grown into a seasoned Trainer. You'll face the might of his well-disciplined team early on Victory Road. His first Pokémon, Ralts, has evolved into Gardevoir with tremendous Psychic-type attacks. The rest of his crew is just as tough, so stay on your toes.

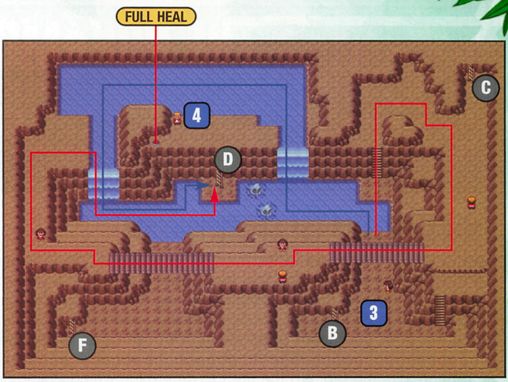
! WALLY BATTLE

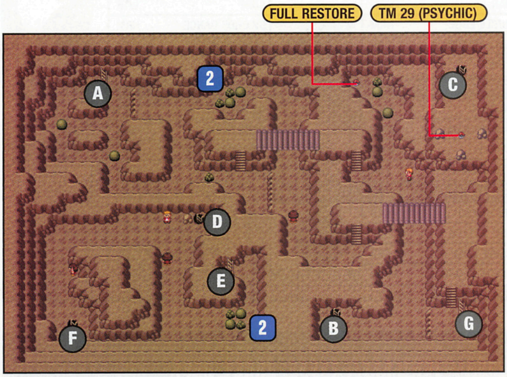
ALTARIA	DRG-FLY	LEVEL 44	MAGNETON	STL-ELC	LEVEL 41
DELCATTY	NRM	LEVEL 43	GARDEVOIR	PSY	LEVEL 45
ROSELIA	GRS-PSN	LEVEL 44			

RECOMMENDED MOVE TYPES: ICE, DARK, FIRE, FIGHTING

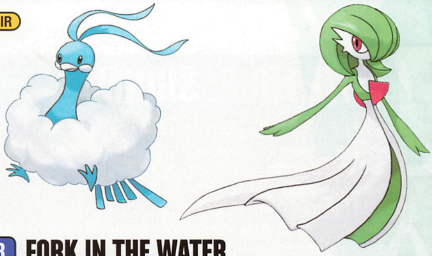
Wally's team is experienced and well-balanced. The difficulty of this fight is a sign of things to come, as the Elite Four will pose a similarly tough challenge. Use status-inflicting moves like Sleep or Poison to weaken your foe, then use appropriately matched Pokémon to bring the hammer down on each opponent.





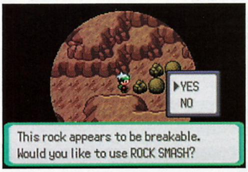


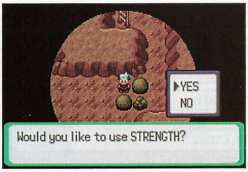
The lower two levels of Victory Road are drowned in darkness. You'll need to use Flash to illuminate the caverns.



2 MUSCLING THROUGH

You must use Rock Smash and Strength on the breakable rocks and movable boulders, and you have to do it in a specific order. If you don't, you won't be able to muscle all the way through—if you get stuck, leave the level to reset the rocky challenge.





3 FORK IN THE WATER

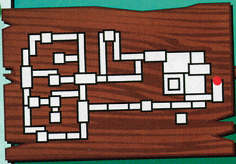
When you reach the first body of water, you'll be nearing the end of Victory Road. You can take two paths to reach the ladder at point D: head north across the water to reach land, then take the ladder, bridges and water path to the ladder. Or take the shortcut: Use Waterfall to climb the waterfall. If you go the long way, you'll face more Trainers, but if you go by waterfall, you'll meet one extraordinary Trainer.

4 ONE LAST WINSTRATE?

If you defeated the Winstrate family that lives on Route 111 (see page 53), you learned that their Trainer son is away on a quest to prove himself. Though he never reveals that he's related to the Winstrates—Victor, Victoria, Vivi and Vicky—Cool Trainer Vito mutters something about his family after you defeat him. You'll finally be able to say that you've beaten the whole clan.

5 REMATCH WITH WALLY

LATER *Once you defeat the Elite Four and become Pokémon League Champion, you can rematch with Wally near the northern exit of Victory Road.*



THE POKéMON LEAGUE

Know your foes before you step into the hallowed halls of the Pokémon League. The Elite Four—Sidney, Phoebe, Glacia and Drake—could eat Pokémon Gym Leaders for breakfast. The Pokémon League Champion, whose title you've come to take away, overshadows them all with his impenetrable Pokémon party.

PREPARING FOR THE CHAMPIONSHIP

Analyze the weaknesses of the five Trainer teams on these pages, then build your own team with six Pokémon that have attack types that will best counter the Trainers' 26 Pokémon. Don't bother entering a Pokémon into the competition unless it's at least Level 45. You'll need every possible battle multiplier, so think about stocking your team with Pokémon whose types match their attack types (the x1.5 same-type multipliers could give you the edge). If you're using the same-type approach, use the table to the right to determine which Pokémon to take.

Suggested Team

Attack type	Recommended Pokémon
Electric	Raichu, Manectric
Grass	Ludicolo, Bellossom
Fighting	Heracross, Hariyama
Ice	Walrein, Glalie
Water	Sharpedo, Tentacruel
Ghost	Sableye, Banette

ELITE FOUR: SIDNEY

RECOMMENDED MOVE TYPES: FIGHTING, BUG

Sidney stocks his team with Dark-type Pokémon, so you'll want to strike with Fighting-type attacks. But if you bring Fighting-type Pokémon into battle, pull them out when Sydney's Shiftry and Absol enter the field—they'll obliterate your Fighting-types with Extrasensory and Aerial Ace attacks respectively. When his Grass-and-Dark-type Pokémon battle, use Bug-type strikes to inflict extra damage to them—such moves will get a dual damage multiplier. Don't use Psychic-types. His team will use Dark-type moves to crush them.

LEVEL 46 MIGHTYENA	DRK
ROAR	NRM
DOUBLE EDGE	NRM
SAND-ATTACK	GRD
CRUNCH	DRK

LEVEL 48 CRAWDAUNT	WTR-DRK
SURF	WTR
SWORDS DANCE	NRM
STRENGTH	NRM
FACADE	NRM

LEVEL 48 SHIFTRY	GRS-DRK
TORMENT	NRM
DOUBLE TEAM	NRM
SWAGGER	NRM
EXTRASENSORY	PSY

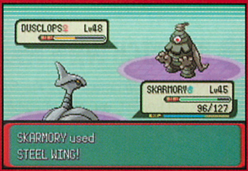
LEVEL 49 ABSOL	DRK
AERIAL ACE	FLY
ROCK SLIDE	RCK
SWORDS DANCE	NRM
SLASH	NRM

LEVEL 46 CACTURNE	GRS-DRK
LEECH SEED	GRS
FAINT ATTACK	DRK
NEEDLE ARM	GRS
COTTON SPORE	GRS

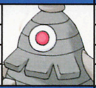
ELITE FOUR: PHOEBE

RECOMMENDED MOVE TYPES: GHOST, DARK

While training on Mt. Pyre, Phoebe developed a strong bond with Ghost-types. Only two attack types have an advantage over them. Use Ghost-type attacks, but don't deliver them with Ghost-type Pokémon—they're highly susceptible themselves to Ghost-type attacks. You'll be better off using Dark-type attacks, delivered by Dark-type Pokémon for maximum effect. Don't use Normal- or Fighting-type attacks against Phoebe's team—they're useless against Ghost-types. To play the best defensive game, bring out Steel-type Pokémon.

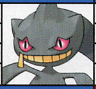


LEVEL 48 DUSCLOPS	GHO
PROTECT	NRM
CURSE	???
CONFUSE RAY	GHO
SHADOW PUNCH	GHO

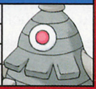


LEVEL 49 BANETTE	GHO
PSYCHIC	PSY
THUNDERBOLT	ELC
SHADOW BALL	GHO
FACADE	NRM

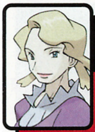
LEVEL 49 BANETTE	GHO
SPITE	GHO
WILL-O-WISP	FIRE
SHADOW BALL	GHO
FAINT ATTACK	DRK



LEVEL 51 DUSCLOPS	GHO
ICE BEAM	ICE
SHADOW BALL	GHO
ROCK SLIDE	RCK
EARTHQUAKE	GRD



LEVEL 50 SABLEYE	DRK-GHO
NIGHT SHADE	GHO
SHADOW BALL	GHO
FAINT ATTACK	DRK
DOUBLE TEAM	NRM



ELITE FOUR: GLACIA

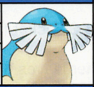
RECOMMENDED MOVE TYPES: FIGHTING, ELECTRIC

Glacia's Pokémon are all Ice-types, but most of them are dual Ice-and-Water-type Pokémon. Sadly, no attack types score dual damage against them. Strike hard with either Fighting- or Electric-type assaults. Consider inflicting the opposition with status conditions like Paralyze or Sleep; each round your foe is incapacitated, you can take potshots at it and whittle down their HP. If you use Pokémon that possess the Thick Fat ability, you'll have extra protection against Glacia's chilling strategy.

LEVEL 50 GLALIE	ICE
ICY WIND	ICE
LIGHT SCREEN	PSY
ICE BEAM	ICE
CRUNCH	DRK

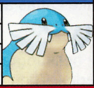
LEVEL 52 GLALIE	ICE
HAIL	ICE
SHADOW BALL	GHO
ICE BEAM	ICE
EXPLOSION	NRM

LEVEL 50 SEALEO	ICE-WTR
ENCORE	NRM
ICE BALL	ICE
HAIL	ICE
BODY SLAM	NRM



LEVEL 53 WALREIN	ICE-WTR
SURF	WTR
BODY SLAM	NRM
ICE BEAM	ICE
SHEER COLD	ICE

LEVEL 52 SEALEO	ICE-WTR
HAIL	ICE
BLIZZARD	ICE
ATTRACT	NRM
DOUBLE-EDGE	NRM



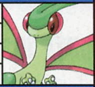
ELITE FOUR: DRAKE

RECOMMENDED MOVE TYPES: ICE, DRAGON

Kingdra can't be beaten with a Ice-type move, so use an alternate, high-powered attack. The salty member of the Elite Four fights with rare Dragon-types, most of them dual-types. They wield a terrifying arsenal of attacks. To vanquish Drake's Dragon-types, strike them with Dragon-type moves. Just don't deliver the moves with Dragon-type Pokémon—they're extremely vulnerable to Dragon-type attacks. You should also attack with Ice-type moves, especially against Drake's Flygon. But don't deliver Ice-type attacks with Ice-type Pokémon—four of Drake's Pokémon possess attacks that will crush Ice-types.

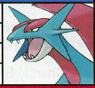
LEVEL 52 SHELGON	DRG
ROCK TOMB	RCK
DRAGON CLAW	DRG
PROTECT	NRM
DOUBLE-EDGE	NRM

LEVEL 53 FLYGON	GRD-DRG
DRAGONBREATH	DRG
FLAMETHROWER	FIRE
EARTHQUAKE	GRD
CRUNCH	DRK

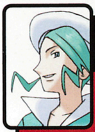


LEVEL 54 ALTARIA	DRG-FLY
DRAGON DANCE	DRG
DRAGONBREATH	DRG
DOUBLE-EDGE	NRM
AERIAL ACE	FLY

LEVEL 55 SALAMENCE	DRG-FLY
DRAGON CLAW	DRG
CRUNCH	DRK
FLAMETHROWER	FIRE
ROCK SLIDE	RCK



LEVEL 53 KINGDRA	WTR-DRG
SMOKESCREEN	NRM
DRAGON DANCE	DRG
SURF	WTR
BODY SLAM	NRM

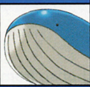


CHAMPION: WALLACE

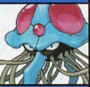
RECOMMENDED MOVE TYPES: ELECTRIC, GRASS

Only one Trainer stands in the way of ultimate victory. Champion Wallace is the cream of the crop—he's assembled a razor-sharp team of Water-type Pokémon and raised them all to expert experience levels. Confront him with Electric- or Grass-type Pokémon. Employ Poison- or Flying-type moves against Ludicolo. Tentacruel and Milotic have high Special Defense, so keep alert and use inventory items to bulk up. You can't damage Whiscash with an Electric-type move, but you can dish out massive hurt with a Grass-type attack.

LEVEL 57 WAILORD	WTR
RAIN DANCE	WTR
WATER SPOUT	WTR
DOUBLE-EDGE	NRM
BLIZZARD	ICE



LEVEL 55 TENTACRUEL	WTR-PSN
TOXIC	PSN
HYDRO PUMP	WTR
SLUDGE BOMB	PSN
ICE BEAM	ICE



LEVEL 56 LUDICOLO	WTR-GRS
GIGA DRAIN	GRS
SURF	WTR
LEECH SEED	GRS
DOUBLE TEAM	NRM

LEVEL 56 WHISCASH	WTR-GRD
EARTHQUAKE	GRD
SURF	WTR
AMNESIA	PSY
HYPER BEAM	NRM

LEVEL 56 GYARADOS	WTR-FLY
DRAGON DANCE	DRG
EARTHQUAKE	GRD
HYPER BEAM	NRM
SURF	WTR

LEVEL 58 MILOTIC	WTR
RECOVER	NRM
SURF	WTR
ICE BEAM	ICE
TOXIC	PSN

AFTER THE CHAMPIONSHIP

You've defeated the Elite Four and Champion Wallace and have been crowned the Pokémon League Champion, but there's still more to do around Hoenn. Consult the following list of additional quests and explore with your crack team of Pokémon. Catch all the Pokémon you missed and fill up your Pokédex.

LITTLEROOT TOWN (PAGE 33)

- [ ] Return home and receive the S.S. Ticket from Norman.
- [ ] Watch the news after your father leaves the house. Your mother will ask you the color of the strange Pokémon in the report. Answer "red" to make Latias appear, "blue" to make Latios show up.
- [ ] Visit Professor Birch at his lab; he'll upgrade your Pokédex to the advanced National Pokédex. Then your friend Scott will contact you and ask to meet on the *S.S. Tidal*. Get on board to Slateport City or Lilycove City to speak with him.
- [ ] Catch and register 200 Pokémon in your Pokédex (any except Jirachi and Deoxys), then visit Prof. Birch at his lab. He'll give you Chikorita, Totodile or Cyndaquil for your efforts.

ROUTE 103 (PAGE 34)

- [ ] Find and enter Altering Cave.

SLATEPORT CITY (PAGE 46)

- [ ] Check Slateport City televisions for Energy Guru commercials. The guru will periodically have a half-price blowout. Load up on items at a deep discount!
- [ ] You can now ride the luxurious *S.S. Tidal* between Slateport City and Lilycove City. See page 99 for more details.

MAUVILLE CITY (PAGE 49)

- [ ] When you spot the Game Corner ad on a Mauville City TV set, head down to the roulette table—you'll earn double payouts.

DESERT UNDERPASS (PAGE 56)

- [ ] Retrieve the fossil you didn't choose from Mirage Tower.

METEOR FALLS (PAGE 57)

- [ ] Find and battle Steven in the depths of Meteor Falls.

WEATHER INSTITUTE (PAGE 64)

- [ ] Visit Slateport City and speak to the local near the ferry about strange weather. Jog to the Weather Institute and talk to the professor about the ancient Pokémon that fled Sootopolis City. Consult pages 102 and 103 for details.

SAFARI ZONE (PAGE 68)

- [ ] Explore the two new sections of the Safari Zone and catch more Pokémon.

LILYCOVE CITY (PAGE 72)

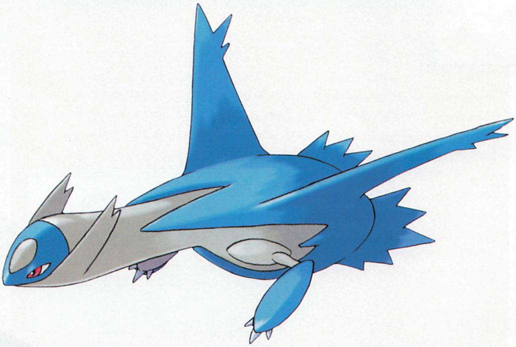
- [ ] Return to Lilycove City's Pokémon Trainer Fan Club and meet your number one fan.
- [ ] Watch local broadcasts for Lilycove City Department Store sales. Visit the megastore's top floor and do some bargain shopping.
- [ ] The *S.S. Tidal* will be open to ride if you have picked up the ticket from Norman.
- [ ] Talk to the Master Blender in the Pokémon Contest Hall.

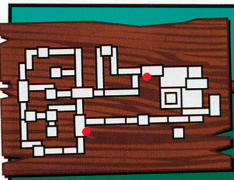
MOSSDEEP CITY (PAGE 77)

- [ ] Drop by Steven's house—you'll find a letter and a gift of the rare Beldum.

GYM LEADERS

- [ ] Return to each Pokémon Gym in Hoenn and whoop its leader's butt again.



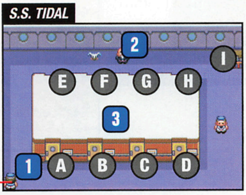


S.S. TIDAL

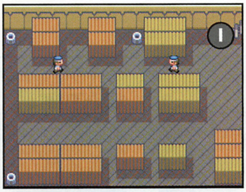
Your fame and glory as Pokémon League Champion has spread far and wide throughout Hoenn, but that doesn't mean you'll spend the rest of your days lounging in a throne and resting on your laurels. New territory has yet to be explored, so pay Scott a visit aboard the *S.S. Tidal* and find out all you can about the mysterious Battle Frontier.

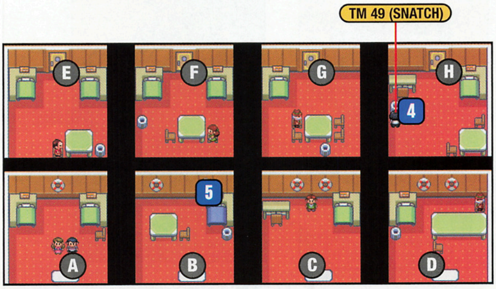
1 THE OFFICIAL INVITATION

Travel to Slateport City or Lilycove City and ride the ferry. Your mysterious friend Scott tells you of an exciting new place in Hoenn where the most capable Trainers gather to test their mettle in seven unique arenas. After you go ashore, you'll have the option to travel to the Battle Frontier on your next ferry ride.



SLATEPORT CITY page 45
LILYCOVE CITY page 72
BATTLE FRONTIER page 102



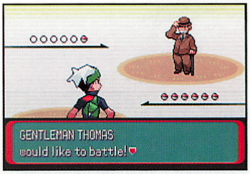


2 SALTY OLD FRIEND

Mr. Briney once claimed that he'd retired from duty. Perhaps ferrying you around Hoenn put the taste for captaining back in his blood, because once he saw the completed *S.S. Tidal*, he took command of the vessel.

3 BATTLE ON BOARD

The *S.S. Tidal* has eight cabins, and six of them contain Trainers who are itching for something to do during the trip—a quick battle sounds like just the ticket. The Trainers are a motley crew. One has a team screaming with Skitty, and one Trainer couple boasts that their Luvdisc will triumph over all. Even if you beat every Trainer along the way, chances are you'll still need to head back to your cabin for some shut-eye (see tip 5).



To battle Trainers, enter their cabin and walk up to them. They'll welcome your entrance and a good battle—especially with the Pokémon League Champion!

4 A SNEAKY MOVE

Step inside the northeast cabin and speak to the shifty person who's checking out the trash can. He'll hand you TM 49 (Snatch). The move is just as sneaky as he is. If your Pokémon uses it in battle, it will wait for its foe to make a move. If the move has a nondamaging effect, the Pokémon will steal the move for one round and turn it against your Pokémon's foe.

5 CATCH A FEW WINKS

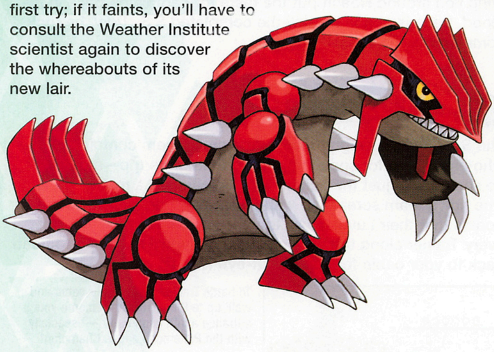
When the *S.S. Tidal* is making the trip between Slateport City and Lilycove City, you'll need to take a nap to pass the time.

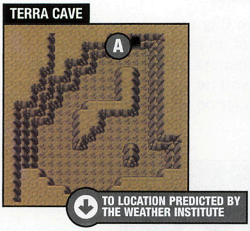
TERRA CAVE

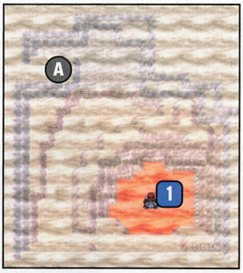
Following your conversation with a Slateport City local, head to the Weather Institute just west of Fortree City (see page 64). Speak to the scientist; he's been tracking strange weather patterns around Hoenn, and he'll tell you the location of a recent drought. Drought means the notorious Groudon is nearby, so stock up on Ultra Balls or Master Balls and seek your prey in Terra Cave.

1 CATCH GROUDON

Groudon will spring (or lumber, rather) into action as soon as it sees you. Do your best to catch the high-level Pokémon on the first try; if it faints, you'll have to consult the Weather Institute scientist again to discover the whereabouts of its new lair.



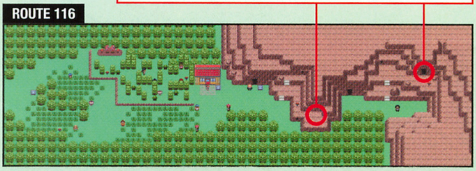


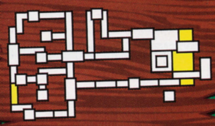


LOCATING THE TERRA CAVE

Groudon is unmistakably huge, but that doesn't mean it can't hide itself well. The scientist will mention a drought in one of four possible places: Route 114, 115, 116 or 118. Each locale hosts two suitable areas for the fiery giant. Make haste and search for the cave's opening. If you take too long, Groudon will move out and seek different shelter, and you'll be forced to start the search over again.

Each possible cave location is circled in red on the maps. Find the Terra Cave as fast as you can.



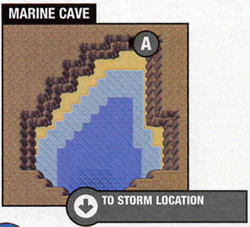


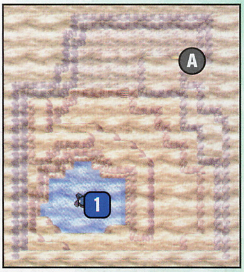
MARINE CAVE

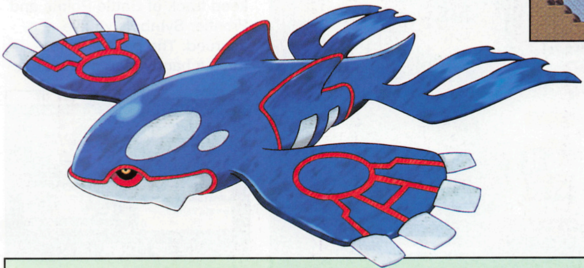
It seems that the strange weather in Hoenn is widespread. The Weather Institute scientist has tracked a series of storms off the coast of the mainland, and where there's rain, there's Kyogre. Surf through the downpour and locate the ancient Pokémon's hideaway.

1 CATCH KYOGRE

You'll need to use Surf and Dive to find the mammoth Kyogre hidden deep below the surface. It'll challenge you immediately, so be prepared for a wild fight. If you catch the infamous Pokémon, you'll be the envy of Trainers everywhere.

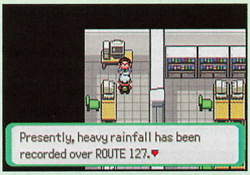


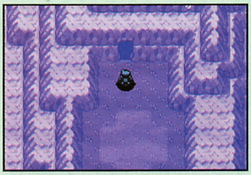




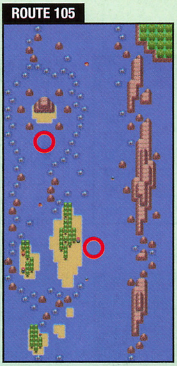
LOCATING THE MARINE CAVE

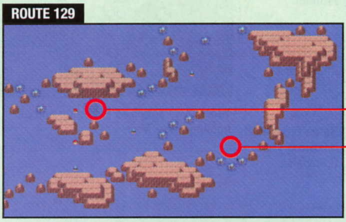
Kyogre is constantly on the move, and foul weather is always in its wake. Its possible habitats include Routes 105, 125, 127 and 129. Surf with urgency to the location where the scientist witnessed abnormally rainy conditions. You'll need to dive to find the Marine Cave's entrance. If you dillydally long too long, Kyogre will seek new accommodations.





You'll need to dive beneath the surface in your quest to find Kyogre.

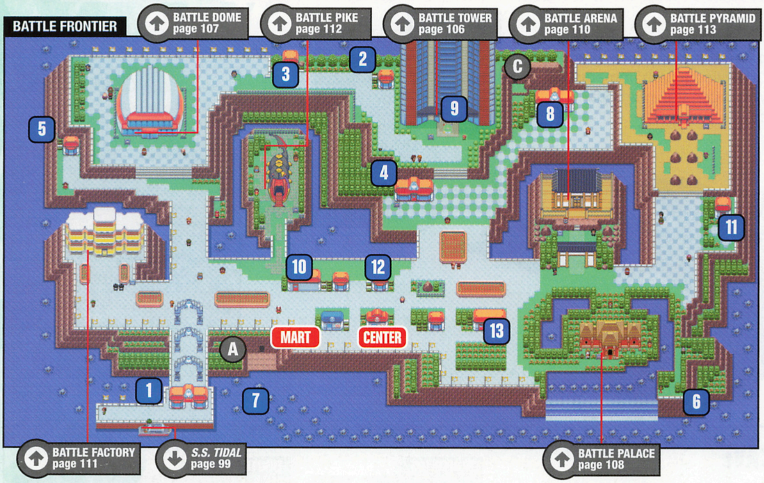




Each possible cave location is circled in red on the maps. Find the Marine Cave quickly.

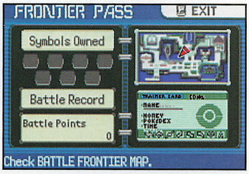
BATTLE FRONTIER

The true test of a Trainer's worth lies far east of the Hoenn mainland. The small, unassuming island known as the Battle Frontier is home to seven challenging battle arenas. As you claw your way to victory defeating Trainers and their bosses—Frontier Brains—you'll accumulate Battle Points (BP), which you can trade for useful items and new moves for your Pokémon.



1 THE FRONTIER PASS

When you arrive at the Battle Frontier's welcome center, speak with the clerk at the information counter. She'll upgrade your Trainer Card to the Frontier Pass, which will keep track of Battle Points and Frontier Symbols you've accrued. The pass also features a handy map of the area.

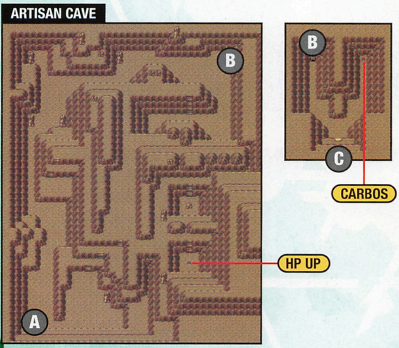


To view your Frontier Pass, press the Start Button and select your Trainer's name from the menu.

POKéMART

CALCIUM	9,800	MAX POTION	2,500
CARBOS	9,800	MAX REPEL	700
FULL HEAL	600	PROTEIN	9,800
FULL RESTORE	3,000	REVIVE	1,500
HP UP	9,800	ULTRA BALL	1,200
HYPER POTION	1,200	ZINC	9,800
IRON	9,800		

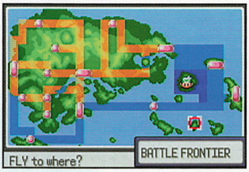
ARTISAN CAVE



CRUISE ON THE *S.S. TIDAL*

After you've completed the main story and entered the Hall of Fame, speak with your father. You'll receive the S.S. Ticket allowing you passage on the *S.S. Tidal*. Return to Lilycove City or Slateport and board the ferry. Seek out your friend Scott, who will invite you to compete at the Battle Frontier.

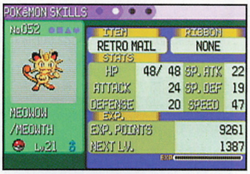
Following your initial cruise on the *S.S. Tidal*, you'll have the option to sail to the Battle Frontier.



Use your Pokémon's Fly ability to travel to and from the Battle Frontier following your first visit.

2 TRADING POKéMON

If you've got a Skitty in your party, you can swap with the girl in the building to the left of the Battle Tower. Though she will accept one of any EXP level, it's in your best interest to give up a higher-ranking Skitty. She'll offer you a spritely Meowth of the same experience level in return.



Your newly acquired Pokémon comes holding Retro Mail.

3 SCOTT'S PLACE

Nestled between the Battle Tower and the Battle Dome is Scott's place. During your first visit, your friend surprises you with the revelation that he financed and built the Battle Frontier on his own. He'll conclude the conversation with a parting gift—three Battle Points to get you started.

Drop by Scott's hang-out periodically. He'll offer you words of encouragement and sometimes bestow you with gifts.

A Generous Friend

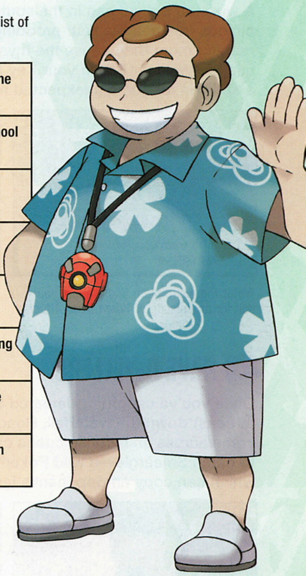
Scott will give you some rare berries after you've collected all the Silver and Gold Symbols. Cultivate the seeds in loamy soil.

CONDITION	GIFT
Win 50 Battles	SILVER SHIELD
Win 100 Battles	GOLD SHIELD
Get all Silver Symbols	LANSAT BERRY
Get all Gold Symbols	STARF BERRY

Have We Met Before?

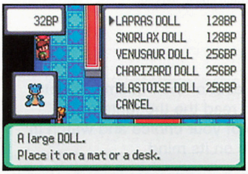
You'll see Scott multiple times during your travels. Below is a list of all the places you'll meet before the Battle Frontier.

1st	Rustboro City: Your first meeting with Scott is at the Pokémon Trainer's School.
2nd	Rustboro City: Speak with him at the Trainer's School after you defeat Roxanne.
3rd	Slateport City: Meet him near the Battle Tent.
4th	Verdanturf Town: Scott will be loitering near the Verdanturf Battle Tent.
5th	Fallarbor Town: Man, this guy just loves hanging out outside Battle Tents.
6th	Lilycove City: You'll rendezvous with your jet-setting friend at the Cove Lily Motel.
7th	Mossdeep City: Talk with him in front of the Space Center.
8th	Ever Grande City: You'll meet Scott at the Pokémon Center.



4 BATTLE POINT EXCHANGE

Once you've earned some BP, head south from the Battle Tower and check out the Battle Point Exchange Service Corner for some sweet deals on status items and decorative merchandise. Your BP function as currency in the Battle Frontier.



Spruce up your Secret Base with posters or purchase status items at the Service Corner with your BP.

Prizes and Items

UPPER-LEFT VENDOR			
CHIKORITA DOLL	80 BP	KISS POSTER	16 BP
CLEFAIRY DOLL	48 BP	MEOWTH DOLL	48 BP
CYNDAQUIL DOLL	80 BP	SMOOCHUM DOLL	32 BP
DITTO DOLL	48 BP	TOGEPI DOLL	48 BP
KISS CUSHION	32 BP	TOTODILE DOLL	80 BP

UPPER-RIGHT VENDOR			
BRIGHT POWDER	64 BP	MENTAL HERB	48 BP
CHOICE BAND	64 BP	QUICK CLAW	48 BP
FOCUS BAND	64 BP	SCOPE LENS	64 BP
KING'S ROCK	64 BP	WHITE HERB	48 BP
LEFTOVERS	48 BP		

LOWER-LEFT VENDOR			
BLASTOISE DOLL	256 BP	SNORLAX DOLL	128 BP
CHARIZARD DOLL	256 BP	VENUSAUR DOLL	256 BP
LAPRAS DOLL	128 BP		

LOWER-RIGHT VENDOR			
CALCIUM	1 BP	IRON	1 BP
CARBOS	1 BP	PROTEIN	1 BP
HP UP	1 BP	ZINC	1 BP

5 ELDERLY TEACHERS

A short walk from the Battle Dome lies an unassuming shack. Inside you'll find a pair of chatty old women bickering and reminiscing over their foregone Trainer years. Beneath their wrinkled skin hides years of skill, so tap them for a teaching session and beef up your move repertoire.

Moves Menu

LEFT OLD LADY			
BODY SLAM	48 BP	ROCK SLIDE	48 BP
COUNTER	48 BP	SEISMIC TOSS	24 BP
DREAM EATER	24 BP	SOFTBOILED	16 BP
MEGA KICK	48 BP	SWORDS DANCE	48 BP
MEGA PUNCH	24 BP	THUNDER WAVE	48 BP

RIGHT OLD LADY			
DEFENSE CURL	16 BP	MUD-SLAP	24 BP
ENDURE	48 BP	PSYCH UP	48 BP
FIRE PUNCH	48 BP	SNORE	24 BP
ICE PUNCH	48 BP	SWIFT	24 BP
ICY WIND	24 BP	THUNDERPUNCH	48 BP

6 FAKE TREE

A wizened old woman in the southeast will tell you about a suspicious tree nearby. Your prodding with the A Button will do nothing more than cause the mysterious foliage to wiggle, so use the Wailmer Pail in your Key Items pocket and give the tree a sprinkle for some unexpected results.

Water the weird plant and prepare yourself for an episode of *When Trees Attack!*

This is your chance to catch a wild Sudowoodo, so get your Ultra Ball ready.

7 CAVE DWELLERS

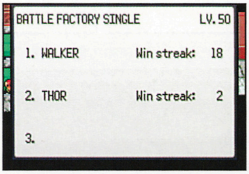
Once you've caught or defeated Sudowoodo, you can use Surf to coast down the waterfall. Head west at the bottom; you'll come across an inconspicuous cave. Walk inside and get ready to catch Smeargle—a wild Pokémon that possesses Sketch, which can copy an opponent's last move.

Surf to the Artisan Cave from the waterfall where you encountered the wild Sudowoodo.

You'll have many opportunities to catch a Smeargle inside the cave.

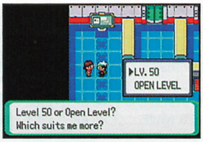
8 RANKING HALL

You can check your standings and those of your friends for each arena at the Battle Frontier Ranking Hall. When you link to a friend's Game Boy Advance running Pokémon Emerald, your buddy's data will be posted alongside yours.



9 AVID FAN

Talk to your fan milling about the Battle Tower lobby. Your admirer will ask for your advice on multiple subjects. How you answer her will determine her Pokémon strategy when you meet her again as a competitor or a Battle Salon partner.



10 FRONTIER FANATIC

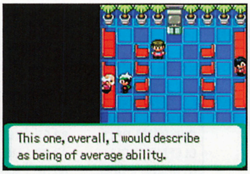
Get the scoop on the latest Trainer gossip from the chatty fella in the house just above the Pokémart. The self-proclaimed Frontier Maniac will dish about the local competitions and fellow Trainers.

11 DOUBLE OR NOTHING

Once you've amassed three Silver Symbols, you can put your BP where your mouth is and battle to double your points. Enter the cottage south of the Battle Pyramid and talk to the group of hard-core gamers.

12 POKéMON BREEDER

Two doors east from the house with the Frontier Maniac is a small building. A grey-haired man known throughout the Battle Frontier as the Pokémon Breeder sits quietly on a wide bench. Show him one of your Pokémon; he'll give an honest assessment of its abilities free of charge.



If your Pokémon gets less-than-stellar marks, consider ways to nurture it to improve its abilities.

Pat yourself on the back for a job well done when your Pokémon's abilities are rated above average.

13 NATURE GIRL

A certain young lady in the house east of the Pokémon Center possesses an innate gift—she can read the thoughts of Pokémon! Hand her the Pokémon of your choice and watch in amazement as she tells you what's on its mind.

Spirited Pokémon that enjoy the thrill of battle could benefit from learning new attacks.

Your Pokémon remember how you treat them when they're hurt.

COMMON REGULATIONS FOR BATTLE FRONTIER FACILITIES

Fighting in the Battle Frontier is regulated by a handful of general rules. Though each facility will force you to focus on different strategies, the same basic principles apply across the board. Familiarize yourself with the battle code and equip your Pokémon accordingly.

• Level 50 vs. Open Level

You may choose from two competition levels in each arena. The Level 50 course lets you enter Pokémon up to and including those at Level 50. However, no Trainer you fight will have any Pokémon below Level 50. The Open Level track places no limit on the level of your Pokémon. Your opponents' levels will be adjusted to roughly match yours.

• Restricted Pokémon

Eggs and a select group of Pokémon are barred from competition. Different facilities have different regulations about the type and number of Pokémon permitted per event.

• Held Items

Your Pokémon are allowed one held item to bring into battle, and each Pokémon must carry a different one.

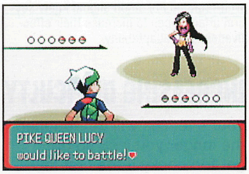
• Double KO

If both Pokémon faint during the same turn, you will automatically lose the battle unless otherwise specified by the arena's rules.

WINNING FRONTIER SYMBOLS

Each facility is governed by a Frontier Brain that possesses strong Pokémon. When you defeat a Brain, you'll obtain a Frontier Symbol. Reaching these powerful leaders is difficult, as you must defeat every Trainer in the facility multiple times before a Brain will appear. If you're skillful enough to beat a Frontier Brain once, you'll earn a Silver Symbol. If you rout an arena's hardy leader twice, a Gold Symbol will be yours. Listed below are the names of all Frontier Brains and the criteria for winning Silver and Gold Symbols.

Sometimes you'll be warned of an impending fight against a Frontier Brain.

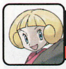


You'll need all your cunning and resolve to subjugate your brainy opponent.

BATTLE TOWER: ANABEL — ABILITY SYMBOL: WIN 5 / WIN 10

BATTLE DOME: TUCKER — TACTICS SYMBOL: WIN 5 / WIN 10

BATTLE PALACE: SPENSER — SPIRITS SYMBOL: WIN 3 / WIN 6


BATTLE ARENA: GRETA — GUTS SYMBOL: WIN 4 / WIN 8

BATTLE FACTORY: NOLAND — KNOWLEDGE SYMBOL: WIN 3 / WIN 6

BATTLE PIKE: LUCY — LUCK SYMBOL: WIN 2 / WIN 10

BATTLE PYRAMID: BRANDON — BRAVE SYMBOL: WIN 3 / WIN 10

DIVERSIFY YOUR POKéMON PORTFOLIO

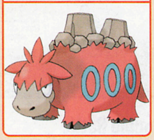
When you are assembling your Pokémon team to conquer a Battle Frontier facility, take care to not overlap weaknesses. Consider not only the elemental type of each Pokémon, but also its physical and special moves, stats and abilities. You can usually assemble your team with Pokémon of your own, though some arenas require you to rent from their collection. Listed here are three examples of an effective and diverse fighting force.

Sample Team 1

#3 SCEPTILE — TYPE: GRASS

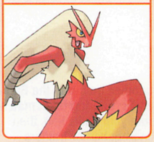
#175 WALREIN — TYPE: ICE-WATER

#102 CAMERUPT — TYPE: FIRE-GROUND

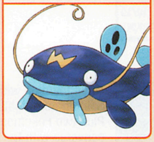


Sample Team 2

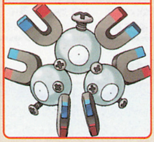
#6 BLAZIKEN — TYPE: FIRE-FIGHTING



#128 WHISCASH — TYPE: WATER-GROUND

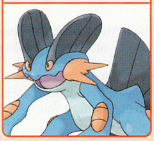


#83 MAGNETON — TYPE: ELECTRIC-STEEL

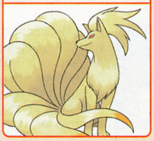


Sample Team 3

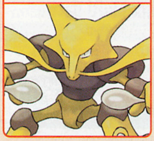
#9 SWAMPERT — TYPE: WATER-GROUND

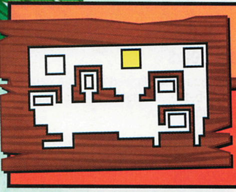


#154 NINETALES — TYPE: FIRE



#41 ALAKAZAM — TYPE: PSYCHIC





BATTLE TOWER

The Battle Tower is an impressive high-rise structure that boasts intense Pokémon bouts. Step through the automatic double doors and speak to all four staffers at the front desk. They'll provide you with details on each event type before you dive into a challenge. Don't forget to talk to your avid fan (see page 104), who will be cruising the lobby.

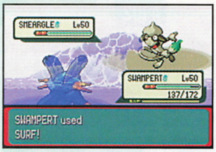
RULES

- There are four battle types: Single, Double, Multi and Link Multi
- Seek out your Multi partner in the Battle Salon
- You may not enter two of the same Pokémon for any event
- You will earn BP after defeating seven Trainers

FOUR TIMES THE FIGHTING

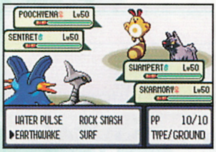
You will earn BP by completing any of the four challenge modes, though you will face the Battle Tower's Frontier Brain—Anabel—only in Single Battle. Equip each of your Pokémon with a different held item before starting any event.

Single Battle



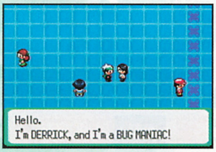
Trainers who begin the Single Battle course will fight three-vs.-three battles against seven competitors. You'll choose your team from your personal stock of Pokémon, then go round after punishing round. After each victory, your team will be healed and you'll have the option of saving your progress. If you quit the battle without saving, you'll forfeit your chances of winning BP.

Double Battle



Select four Pokémon for a gauntlet of Double Battles against seven Trainers. Similar to the Single Battle course, the Double Battle track gives you the option to save after each win. All wounds will also be healed between rounds.

Multi Battle



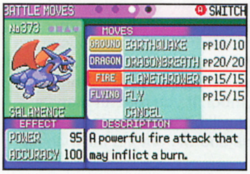
You'll team up with another Trainer in the Battle Salon before fighting your first tag team match. Pick two Pokémon from your collection, then converse with the congregation of Trainers before entering your first battle. Choose your partner wisely—a diverse team can make all the difference.

Link Multi Battle

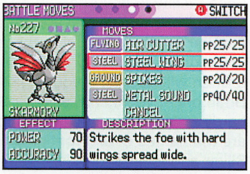
Fight Multi Battles with a friend when you link your Game Boy Advance to another via Wireless Adapters or a Game Boy Advance Game Link cable. If you emerge victorious from seven rounds, you'll walk away with BP, though unlike in all other modes, you cannot save your progress between matches.

CHOOSE WELL-ROUNDED POKéMON

Fights in the Battle Tower are unpredictable, so your best strategy going into any fight is to place a well-rounded Pokémon in front. If your team has a variety of moves in its arsenal, you'll increase your chances of winning.



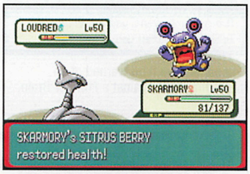
Well-rounded Pokémon should know several attack types to increase their effectiveness and adaptability.



Steel-type Pokémon are resistant to many attacks and can learn powerful offensive moves.

INCREASING DIFFICULTY

Your enemies will get tougher the longer you last, so don't get too cocky if the first few fights are a breeze. Don't be stingy with held items; heal your Pokémon before they faint.

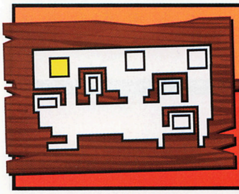


SALON MAIDEN: ANABEL

ALAKAZAM	PSY	ENTEI	FIRE	SNORLAX	NRM
THUNDERPUNCH	ELC	FIRE BLAST	FIRE	BODY SLAM	NRM
FIRE PUNCH	FIRE	???	???	BELLY DRUM	NRM
ICE PUNCH	ICE	RETURN	NRM	???	???
???	???	ROAR	NRM	SHADOW BALL	GHO

RECOMMENDED MOVE TYPES: GROUND, WATER

Anabel leads a diverse team of powerful Pokémon. Brute force won't work against Psychic-type foes like Alakazam, so exploit its weakness to Bug-type, Ghost-type and Dark-type attacks. The same goes for the remainder of Anabel's able squad—employ Water-type, Ground-type or Rock-type moves against Fire-type Pokémon and pit a Fighting-type against a Normal-type opponent.



BATTLE DOME

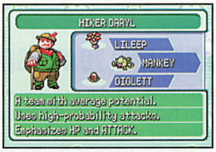
Sixteen Pokémon Trainers duke it out for superiority in a last-man-standing event under the Battle Dome's canopy. Assemble three of your finest, most adaptable Pokémon and plow your way through four consecutive matches to earn precious BP.

RULES

- Defeat four Trainers to earn BP
- Select three of your Pokémon to compete
- Choose one Pokémon to sit out during the battle
- If both Pokémon faint during the same turn, a judge decides the winner

COVER YOUR BASES

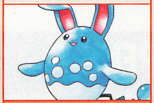
Like other arenas, the Battle Dome offers Single and Double Battle competitions. Pick three Pokémon of different types, then follow the staffer to the waiting room, where you'll get briefed on your opponent's team. Select one of your Pokémon to sit on the bench, but make sure your remaining teammates have the upper hand against their competitors. Refer to the chart below for some ideas on good Pokémon selection.



Sample Pokémon Selection

#56 AZUMARILL

TYPE: WATER



Vulnerable to: Electric, Grass
Powerful against: Fire, Ground, Rock

#91 BELLOSSOM

TYPE: GRASS

Vulnerable to: Fire, Ice, Poison, Flying, Bug
Powerful against: Water, Ground, Rock

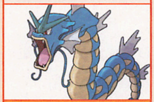
#79 MANECTRIC

TYPE: ELECTRIC

Vulnerable to: Ground
Powerful against: Water, Flying

#53 GYARADOS

TYPE: WATER-FLYING



Vulnerable to: Electric, Rock
Powerful against: Fire, Water, Fighting, Bug, Ground

DISSECTING INFORMATION

You'll hear some cryptic remarks about your next opponent from the Battle Dome staffer, but there'll be no need to start scratching your head. Listed below are opponent evaluations. Match up the statement with its position on the strength meter to gauge your foe's threat level. Take note of the skills and preferred attacks in the opponent briefing.

Team Evaluation

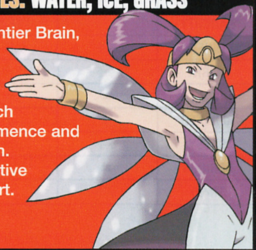
Team Evaluation	
The best candidate to be a champ!	STRONG
A sure-finalist team.	
A likely top-three finisher.	
A candidate team to finish first.	
A team with top-class potential.	
The dark horse team this tournament.	
A better-than-average team.	
This tournament's average team.	
A team with average potential.	
A weaker-than-average team.	
A team looking for its first win.	
One win will make this team proud.	
Overall, a weak team.	
A team with very low potential.	
A team unlikely to win the tournament.	
The team most unlikely to win.	WEAK

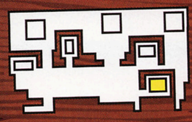
DOME SUPERSTAR: TUCKER

SALAMENCE	DRG-FLY	SWAMPERT	WTR-GRD	CHARIZARD	FIRE-FLY
EARTHQUAKE	GRD	???	???	???	???
BRICK BREAK	FTG	???	???	ROCK SLIDE	RCK
???	???	ICE BEAM	ICE	???	???
???	???	COUNTER	FTG	EARTHQUAKE	GRD

RECOMMENDED MOVE TYPES: WATER, ICE, GRASS

Tucker, the Battle Dome Frontier Brain, has a crack team of Pokémon with a simple weakness to Water-type and Ice-type assaults. Launch a barrage of icy fury at Salamence and Charizard to take them down. Grass-type attacks are effective against the likes of Swampert.





BATTLE PALACE

The Battle Palace stands as the most unique venue in the Battle Frontier. Trainers embroiled in Battle Palace events do not call the shots—their Pokémon do. Know the nature of your Pokémon and compete with confidence. You'll earn BP after besting seven fellow Trainers in succession.

RULES

- You cannot choose attacks—your Pokémon will decide how to fight
- You may switch your Pokémon in and out
- Defeat seven Trainers to win BP

TENDENCY OF ACTION

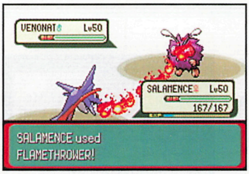
You can predict Pokémon behavior based upon their nature. Nature determines which category of move a Pokémon prefers: Attack, Defense or Support. A Pokémon will generally stick to its preferred tactic, though some will change their approach when their HP is low. The following ratings detail natural Pokémon behavior: ++ (favorite move), + (likes move), = (normal/basic move), - (dislikes move), -- (strongly dislikes move).

Example Chart

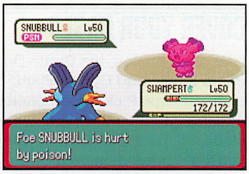
NATURE	ATTACK	DEFENSE	SUPPORT	CHANGE
ADAMANT	=	=	=	ATTACK
BASHFUL	=	++	--	NONE
BOLD	=	-	++	DEFENSE
BRAVE	++	--	--	DEFENSE
CALM	+	++	--	DEFENSE
CAREFUL	+	++	--	SUPPORT
DOCILE	++	-	-	NONE
GENTLE	-	++	--	ATTACK
HARDY	++	--	=	NONE
HASTY	++	=	--	ATTACK
IMPISH	++	--	=	DEFENSE
JOLLY	=	--	++	DEFENSE
LAX	=	--	++	SUPPORT
LONELY	-	=	++	ATTACK
MILD	+	++	-	SUPPORT
MODEST	=	+	-	DEFENSE
NAIVE	++	-	-	NONE
NAUGHTY	-	++	--	ATTACK
QUIET	++	-	-	NONE
QUIRKY	++	-	-	NONE
RASH	=	--	++	SUPPORT
RELAXED	=	--	++	ATTACK
SASSY	++	--	--	SUPPORT
SERIOUS	=	--	++	NONE
TIMID	++	--	=	SUPPORT

ALL THE RIGHT MOVES

Before you commit your team to a Battle Palace competition, compare each of your Pokémon's moves against its nature. Teach defensive Pokémon healing moves for self-preservation. Give each Pokémon at least one move to match its nature.



Powerful Pokémon that favor attacks should have no problem defeating opponents.



If your Pokémon prefers support tactics, teach it status-afflicting moves such as those that put opponents to sleep.

ADAPTING TO THE SITUATION

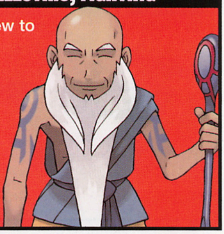
Don't overload a Pokémon with one type of attack. Each team member should possess a diverse catalog of moves since its behavior could shift from taking damage.

PALACE MAVEN: SPENSER

CROBAT	PSN-FLY	SLAKING	NRM	LAPRAS	WTR-ICE
???	???	EARTHQUAKE	GRD	ICE BEAM	ICE
DOUBLE TEAM	NRM	???	???	HORN DRILL	NRM
TOXIC	PSN	SHADOW BALL	GHO	???	???
???	???	???	???	???	???

RECOMMENDED MOVE TYPES: ELECTRIC, FIGHTING

You'll need a tough Pokémon crew to take down Spenser, the Palace Guardian. Zap Crobat with Electric-type moves quickly, or risk being poisoned by its Toxic attack. Electric-type moves are also effective against Lapras. Though Slaking will rest every other turn, it will unleash devastating attacks.



Move Categories

Each move and its category are listed here. Train your Pokémon to complement its natural behavior.

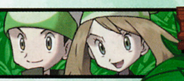
MOVE	CATEGORY
ABSORB	ATTACK
ACID	ATTACK
ACID ARMOR	DEFENSE
AERIAL ACE	ATTACK
AEROBLAST	ATTACK
AGILITY	DEFENSE
AIR CUTTER	ATTACK
AMNESIA	DEFENSE
ANCIENTPOWER	ATTACK
ARM THRUST	ATTACK
AROMATHERAPY	DEFENSE
ASSIST	SUPPORT
ASTONISH	ATTACK
ATTRACT	SUPPORT
AURORA BEAM	ATTACK
BARRAGE	ATTACK
BARRIER	DEFENSE
BATON PASS	DEFENSE
BEAT UP	ATTACK
BELLY DRUM	DEFENSE
BIDE	DEFENSE
BIND	ATTACK
BITE	ATTACK
BLAST BURN	ATTACK
BLAZE KICK	ATTACK
BLIZZARD	ATTACK
BLOCK	SUPPORT
BODY SLAM	ATTACK
BONE CLUB	ATTACK
BONE RUSH	ATTACK
BONEMERANG	ATTACK
BOUNCE	ATTACK
BRICK BREAK	ATTACK
BUBBLE	ATTACK
BUBBLEBEAM	ATTACK
BULK UP	DEFENSE
BULLET SEED	ATTACK
CALM MIND	DEFENSE
CAMOUFLAGE	DEFENSE
CHARGE	DEFENSE
CHARM	SUPPORT
CLAMP	ATTACK
COMET PUNCH	ATTACK
CONFUSE RAY	SUPPORT
CONFUSION	ATTACK
CONSTRICT	ATTACK
CONVERSION	DEFENSE
CONVERSION 2	DEFENSE
COSMIC POWER	DEFENSE
COTTON SPORE	SUPPORT
COUNTER	SUPPORT
COVET	ATTACK
CRABHAMMER	ATTACK
CROSS CHOP	ATTACK
CRUNCH	ATTACK
CRUSH CLAW	ATTACK
CURSE	SUPPORT
CUT	ATTACK
DEFENSE CURL	DEFENSE
DESTINY BOND	DEFENSE
DETECT	DEFENSE
DIG	ATTACK
DISABLE	SUPPORT
DIVE	ATTACK
DIZZY PUNCH	ATTACK
DOOM DESIRE	ATTACK

MOVE	CATEGORY
DOUBLE KICK	ATTACK
DOUBLE TEAM	DEFENSE
DOUBLE-EDGE	ATTACK
DOUBLESLAP	ATTACK
DRAGON CLAW	ATTACK
DRAGON DANCE	DEFENSE
DRAGON RAGE	ATTACK
DRAGONBREATH	ATTACK
DREAM EATER	ATTACK
DRILL PECK	ATTACK
DYNAMICPUNCH	ATTACK
EARTHQUAKE	ATTACK
EGG BOMB	ATTACK
EMBER	ATTACK
ENCORE	SUPPORT
ENDEAVOR	ATTACK
ENDURE	DEFENSE
ERUPTION	ATTACK
EXPLOSION	ATTACK
EXTRASENSORY	ATTACK
EXTREMESPEED	ATTACK
FACADE	ATTACK
FAINT ATTACK	ATTACK
FAKE OUT	ATTACK
FAKE TEARS	SUPPORT
FALSE SWIPE	ATTACK
FEATHERDANCE	SUPPORT
FIRE BLAST	ATTACK
FIRE PUNCH	ATTACK
FIRE SPIN	ATTACK
FISSURE	ATTACK
FLAIL	ATTACK
FLAME WHEEL	ATTACK
FLAMETHROWER	ATTACK
FLASH	SUPPORT
FLATTER	SUPPORT
FLY	ATTACK
FOCUS ENERGY	DEFENSE
FOCUS PUNCH	ATTACK
FOLLOW ME	DEFENSE
FORESIGHT	SUPPORT
FRUSTRATION	ATTACK
FURY ATTACK	ATTACK
FURY CUTTER	ATTACK
FURY SWIPES	ATTACK
FUTURE SIGHT	ATTACK
GIGA DRAIN	ATTACK
GLARE	SUPPORT
GRASSWHISTLE	SUPPORT
GROWL	SUPPORT
GROWTH	DEFENSE
GRUDGE	DEFENSE
GUILLOTINE	ATTACK
GUST	ATTACK
HAIL	DEFENSE
HARDEN	DEFENSE
HAZE	DEFENSE
HEADBUTT	ATTACK
HEAL BELL	DEFENSE
HEAT WAVE	ATTACK
HELPING HAND	DEFENSE
HI JUMP KICK	ATTACK
HIDDEN POWER	ATTACK
HORN ATTACK	ATTACK
HORN DRILL	ATTACK
HOWL	DEFENSE
HYDRO CANNON	ATTACK
HYDRO PUMP	ATTACK
HYPER BEAM	ATTACK
HYPER FANG	ATTACK
HYPER VOICE	ATTACK
HYPNOSIS	SUPPORT

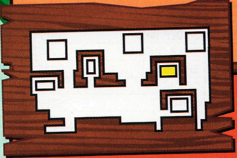
MOVE	CATEGORY
ICE BALL	ATTACK
ICE BEAM	ATTACK
ICE PUNCH	ATTACK
ICICLE SPEAR	ATTACK
ICY WIND	ATTACK
IMPRISON	DEFENSE
INGRAIN	DEFENSE
IRON DEFENSE	DEFENSE
IRON TAIL	ATTACK
JUMP KICK	ATTACK
KARATE CHOP	ATTACK
KINESIS	SUPPORT
KNOCK OFF	ATTACK
LEAF BLADE	ATTACK
LEECH LIFE	ATTACK
LEECH SEED	SUPPORT
LEER	SUPPORT
LICK	ATTACK
LIGHT SCREEN	DEFENSE
LOCK-ON	SUPPORT
LOVELY KISS	SUPPORT
LOW KICK	ATTACK
LUSTER PURGE	ATTACK
MACH PUNCH	ATTACK
MAGIC COAT	SUPPORT
MAGICAL LEAF	ATTACK
MAGNITUDE	ATTACK
MEAN LOOK	SUPPORT
MEDITATE	DEFENSE
MEGA DRAIN	ATTACK
MEGA KICK	ATTACK
MEGA PUNCH	ATTACK
MEGAHORN	ATTACK
MEMENTO	SUPPORT
METAL CLAW	ATTACK
METAL SOUND	SUPPORT
METEOR MASH	ATTACK
METRONOME	SUPPORT
MILK DRINK	DEFENSE
MIMIC	SUPPORT
MIND READER	SUPPORT
MINIMIZE	DEFENSE
MIRROR COAT	SUPPORT
MIRROR MOVE	SUPPORT
MIST	DEFENSE
MIST BALL	ATTACK
MOONLIGHT	DEFENSE
MORNING SUN	DEFENSE
MUD SHOT	ATTACK
MUD SPORT	DEFENSE
MUD-SLAP	ATTACK
MUDDY WATER	ATTACK
NATURE POWER	SUPPORT
NEEDLE ARM	ATTACK
NIGHT SHADE	ATTACK
NIGHTMARE	SUPPORT
OCTAZOOKA	ATTACK
ODOR SLEUTH	SUPPORT
OUTRAGE	ATTACK
OVERHEAT	ATTACK
PAIN SPLIT	SUPPORT
PAY DAY	ATTACK
PECK	ATTACK
PERISH SONG	DEFENSE
PETAL DANCE	ATTACK
PIN MISSILE	ATTACK
POISON FANG	ATTACK
POISON GAS	SUPPORT
POISON STING	ATTACK
POISON TAIL	ATTACK
POISONPOWDER	SUPPORT
POUND	ATTACK

MOVE	CATEGORY
POWDER SNOW	ATTACK
PRESENT	ATTACK
PROTECT	DEFENSE
PSYBEAM	ATTACK
PSYCH UP	SUPPORT
PSYCHIC	ATTACK
PSYCHO BOOST	ATTACK
PSYWAVE	ATTACK
PURSUIT	ATTACK
QUICK ATTACK	ATTACK
RAGE	ATTACK
RAIN DANCE	DEFENSE
RAPID SPIN	ATTACK
RAZOR LEAF	ATTACK
RAZOR WIND	ATTACK
RECOVER	DEFENSE
RECYCLE	DEFENSE
REFLECT	DEFENSE
REFRESH	DEFENSE
REST	DEFENSE
RETURN	ATTACK
REVENGE	ATTACK
REVERSAL	ATTACK
ROAR	SUPPORT
ROCK BLAST	ATTACK
ROCK SLIDE	ATTACK
ROCK SMASH	ATTACK
ROCK THROW	ATTACK
ROCK TOMB	ATTACK
ROLE PLAY	SUPPORT
ROLLING KICK	ATTACK
ROLLOUT	ATTACK
SACRED FIRE	ATTACK
SAFEGUARD	DEFENSE
SAND TOMB	ATTACK
SAND-ATTACK	SUPPORT
SANDSTORM	DEFENSE
SCARY FACE	SUPPORT
SCRATCH	ATTACK
SCREECH	SUPPORT
SECRET POWER	ATTACK
SEISMIC TOSS	ATTACK
SELFDESTRUCT	ATTACK
SHADOW BALL	ATTACK
SHADOW PUNCH	ATTACK
SHARPEN	DEFENSE
SHEER COLD	ATTACK
SHOCK WAVE	ATTACK
SIGNAL BEAM	ATTACK
SILVER WIND	ATTACK
SING	SUPPORT
SKETCH	SUPPORT
SKILL SWAP	SUPPORT
SKULL BASH	ATTACK
SKY ATTACK	ATTACK
SKY UPPERCUT	ATTACK
SLACK OFF	DEFENSE
SLAM	ATTACK
SLASH	ATTACK
SLEEP POWDER	SUPPORT
SLEEP TALK	SUPPORT
SLUDGE	ATTACK
SLUDGE BOMB	ATTACK
SMELLINGSALT	ATTACK
SMOG	ATTACK
SMOKESCREEN	SUPPORT
SNATCH	SUPPORT
SNORE	ATTACK
SOFTBOILED	DEFENSE
SOLARBEAM	ATTACK
SOLID PLANT	ATTACK
SONICBOOM	ATTACK

MOVE	CATEGORY
SPARK	ATTACK
SPIDER WEB	SUPPORT
SPIKE CANNON	ATTACK
SPIKES	SUPPORT
SPIT UP	ATTACK
SPITE	SUPPORT
SPLASH	DEFENSE
SPORE	SUPPORT
STEEL WING	ATTACK
STOCKPILE	DEFENSE
STOMP	ATTACK
STRENGTH	ATTACK
STRING SHOT	SUPPORT
STRUGGLE	DEFENSE
STUN SPORE	SUPPORT
SUBMISSION	ATTACK
SUBSTITUTE	DEFENSE
SUNNY DAY	DEFENSE
SUPER FANG	ATTACK
SUPERPOWER	ATTACK
SUPERSONIC	SUPPORT
SURF	ATTACK
SWAGGER	SUPPORT
SWALLOW	DEFENSE
SWEET KISS	SUPPORT
SWEET SCENT	SUPPORT
SWIFT	ATTACK
SWORDS DANCE	DEFENSE
SYNTHESIS	DEFENSE
TACKLE	ATTACK
TAIL GLOW	DEFENSE
TAIL WHIP	SUPPORT
TAKE DOWN	ATTACK
TAUNT	SUPPORT
TEETER DANCE	SUPPORT
TELEPORT	DEFENSE
THIEF	ATTACK
THRASH	ATTACK
THUNDER	ATTACK
THUNDER WAVE	SUPPORT
THUNDERBOLT	ATTACK
THUNDERPUNCH	ATTACK
THUNDERSHOCK	ATTACK
TICKLE	SUPPORT
TORMENT	SUPPORT
TOXIC	SUPPORT
TRANSFORM	SUPPORT
TRI ATTACK	ATTACK
TRICK	SUPPORT
TRIPLE KICK	ATTACK
TWINEEDLE	ATTACK
TWISTER	ATTACK
UPROAR	ATTACK
VICEGRIP	ATTACK
VINE WHIP	ATTACK
VITAL THROW	ATTACK
VOLT TACKLE	ATTACK
WATER GUN	ATTACK
WATER PULSE	ATTACK
WATER SPORT	DEFENSE
WATER SPOUT	ATTACK
WATERFALL	ATTACK
WEATHER BALL	ATTACK
WHIRLPOOL	ATTACK
WHIRLWIND	SUPPORT
WILL-O-WISP	SUPPORT
WING ATTACK	ATTACK
WISH	DEFENSE
WITHDRAW	DEFENSE
WRAP	ATTACK
YAWN	SUPPORT
ZAP CANNON	ATTACK



BATTLE ARENA



Looks can be deceiving. The Battle Arena, located on the east side of the Battle Frontier, is a quaint dojo surrounded by calm waters. Inside the building's elegant walls, however, is a brutal contest worthy of the most efficient Trainer—the Set KO Tourney. Participants have but three turns to knock out their rival before a judge will step in and call the match.

RULES

- Choose from your own Pokémon for the three-vs.-three Set KO Tourney.
- You cannot change your current Pokémon unless it faints.
- After three turns, the winner of the match is decided by the judges.
- Baton Pass, Roar and Gust do not work in this tournament.
- Defeat seven Trainers to earn BP.

HERE COMES THE JUDGE

If both Pokémon are conscious after three turns, a judge will step in to declare the winner. Points are awarded, then compared across three categories: Mind (showing the most guts), Skill (best use of moves) and Body (most vitality). The winner will advance to fight the next opponent, while the loser must humbly accept defeat.

• Mind

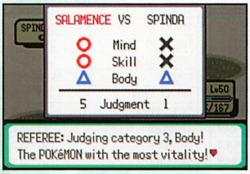
Attack moves not only whittle down your foe's HP, but also convince the judge of your Pokémon's vigorous fighting spirit. Boost your Mind rating by staying on the offensive for the duration of the battle.

• Skill

Brute force may win the occasional match, but in the Battle Arena it's all about finesse. Successful attacks that inflict heavy damage on your competitor will raise your Skill rating. Remember, you will have only three turns, so make each one count.

• Body

You'll receive higher Body marks if your Pokémon finishes three rounds with ample health. When all other scores are tied, this score will be the deciding factor. Try to keep your Pokémon healthier than its rival.

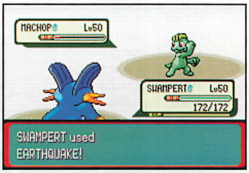


If you earn more points than your opponent, your current Pokémon will remain in the fight.

Steel-type Pokémon are resistant to many attacks, so they are apt to have high Skill ratings.

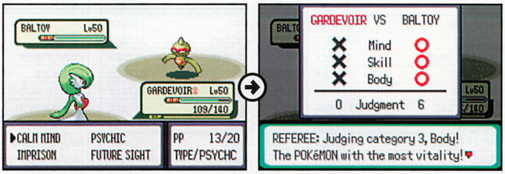
DON'T LET UP

Start the fight swinging and don't let up. If your first strike against your challenger was effective, stay on the attack for the remainder of the match. Even if you don't win by KO, you'll improve your chances of gaining the judge's favor.



TIME IS OF THE ESSENCE

You'll have only three chances to beat your opponent, so don't bother using stat-boosting moves. When you waste a turn on such moves, you'll lose valuable Mind and Skill points.



Stat-boosting moves like Barrier, Double Team and Bulk Up are fine in normal battles, but they're not a good idea during the Set KO Tourney.

GOOD FOR WHAT AILS YOU

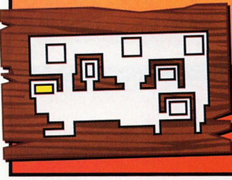
Your adversary can't escape the fight, so using status-inflicting moves to weaken your target each turn will increase your chances of attaining a higher Body score. Consider entering the fight with a held item that protects you from status afflictions. Check your Pokémon's summary to see if it's immune to certain ailments and conditions. Various berries and potions can cure your status without costing you a turn.

ARENA TYCOON: GRETA

HERACROSS	BUG-FTG	UMBREON	DRK	SHEDINJA	BUG-GHO
MEGAHORN	BUG	BODY SLAM	NRM	SHADOW BALL	GHO
ROCK TOMB	RCK	CONFUSE RAY	GHO	RETURN	NRM
???	???	???	???	???	???
???	???	???	???	???	???

RECOMMENDED MOVE TYPES: FLYING, FIGHTING

You can dole out massive damage to Heracross with Flying-type moves. Fighting-type attacks work well against Umbreon. Shedinja can be a large nuisance with its Return ability. You'll receive more damage if you have a strong relationship with your Pokémon. Use Fire-, Flying- or Rock-type moves to defeat the Bug-and-Ghost-type.



BATTLE FACTORY

As an experienced Trainer, you've probably fought the bulk of your battles with a handful of select, powerful Pokémon. While that tactic works well in most situations, it doesn't fly in the Battle Factory. Here, you'll cobble your team together using house Pokémon. Don't get too attached to your rental team members; you'll be able to trade Pokémon with your defeated opponents.

RULES

- You may use rental Pokémon only, not your own.
- Select three rental Pokémon when you enter.
- You can trade Pokémon with defeated Trainers.
- Defeat seven Trainers to earn BP.

RENTING YOUR POKéMON

Once you enter a Battle Swap event, you'll be presented with six Pokémon to choose from. Take care to read each Pokémon's summary before you commit to your selection. Craft a diverse team with different Pokémon types, since each battle will pit you against a wide and unpredictable variety of opponents.

• Don't overlap weaknesses

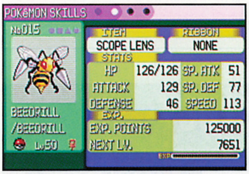
Don't pick two Pokémon that share common weaknesses. An overly specialized force can be defeated very easily. Cover as many bases as you can with your three Pokémon.

• Check stats and moves

Examine a rental Pokémon's move set as well as its stats. Consider renting one versed in several attack types. Having a hardy member on your squad will increase the odds it'll stay in the game past the third round of battle.

• Held Items

Refer to the Pokémon Skills screen and read what held item each Pokémon is carrying into a match. Regenerative and protective items can bail you out of close calls.

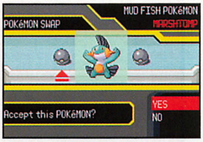


Some held items are more useful than others. Check all six rental Pokémon before building your team.

Certain rental Pokémon possess a diverse set of moves, which can come in handy against a tough enemy.

BEAT 'EM AND TRADE 'EM

You won't be able to view your opponent's Pokémon during a trade. Pay attention while battling; gravitate toward Pokémon you had difficulty beating.



TRADE HEAVILY

The more you trade Pokémon with defeated Trainers, the more powerful Pokémon you'll be able to choose from at the start of a Battle Swap event. If you've got your eye on the Battle Factory's Gold Symbol, swap with your fallen opponent following every match to build a strong squad.

Powerful Pokémon

Trades	Rental Pokémon
0 – 14	0 powerful, 6 normal
15 – 21	1 powerful, 5 normal
22 – 28	2 powerful, 4 normal
29 – 35	3 powerful, 3 normal
36 – 42	4 powerful, 2 normal
43+	5 powerful, 1 normal

A PREVIEW OF THINGS TO COME

Before you square off against your next Trainer, the Battle Tower staffer will fill you in on your opponent's preferred Pokémon type and move strategies. Refer to the chart below to interpret his cryptic statements. Knowing your foe's battle style can help you make your trading decision.

Staff Advice

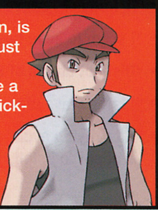
Battle Style	Foe's Tactic
"slow and steady"	Moves that cause status conditions
"one of endurance"	Moves that heal HP and defend
"high risk, high return"	Risky moves that hurt self
"flexibly adaptable to the situation"	Weather-control moves
"based on total preparation"	Moves that increase their Pokémon's stats
"weakening the foe to start"	Moves that lower your stats*
"impossible to predict"	Many different moves
"depend on the battle's flow"	Uses a combination of two tactics
"free-spirited and unrestrained"	Foe's moves are unpredictable

*Varies depending on circumstances and luck.

FACTORY HEAD: NOLAND

RECOMMENDED MOVE TYPES: NONE

Noland, the Battle Factory's Frontier Brain, is unpredictable. He uses rental Pokémon just like you, meaning his team will change Pokémon each time you battle. Assemble a powerful force of your own and adapt quickly to his varied fighting styles.



BATTLE PIKE

The Battle Pike is the one place in Hoenn where Trainers *should* step through the jaws of a giant Seviper. The arena is home to the Battle Choice challenge—an exhilarating and unpredictable journey down mysterious corridors. Winning BP here is often a matter of chance. Try your hand if you're feeling lucky.

RULES

- Choose your direction every other room.
- Encounters are randomly generated.
- Reach the final room to earn BP.

EIGHT POSSIBLE OUTCOMES

You'll have to decide at each junction on the Battle Pike which of three doorways to take. One of eight possible events will occur in the next area.

1 Fight One Trainer

As in other Battle Frontier arenas, there are a number of Trainers milling about the Battle Pike just itching for a fight.

2 Double Battle

Sometimes two Trainers will gang up and force you into a Double Battle.

3 Fight a Tough Trainer

You may be unlucky enough to encounter an experienced Trainer packing serious Pokémon heat. If you win the fight, a Battle Pike staffer will heal your team.

4 Wild Pokémon

Walk through the maze casually, and try not to startle the wild Pokémon lurking about, or else you'll have to battle.

5 Conditional Attack

An irresponsible Trainer's Pokémon will bum-rush you and launch an unprovoked attack, afflicting one or more unlucky team member with a condition.

6 Casual Conversation

Trainers need friends, too. These folks will do nothing more than chat your ear off, then they'll leave you be.

7 Heal Some Pokémon

Good things happen sometimes in the Battle Pike. One or two lucky Pokémon of yours will get fully healed.

8 Heal All Pokémon

It's your lucky day! A kind stranger will fully heal your team.

CAN YOU TAKE A HINT?

A friendly Battle Pike worker standing outside the three doorways will give you a hint about a particular path, which will narrow the outcome to two of the eight possible. Refer to the hints below.

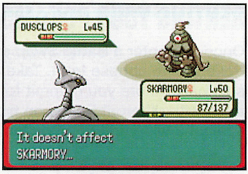
Hints

- "A Trainer? I sense the presence of people..." → 1 8
- "I seem to have heard something..." → 2 6
- "Distinct aroma of Pokémon wafting around it..." → 3 4
- "I felt a wave of nostalgia coming from it..." → 5 7
- "A terrifying event, yes, a horrible one, is about to befall you..." → Pike Queen appears

HELD ITEMS AND IMMUNITY

Due to the randomness of each Battle Pike event, it's not possible to predict when you might be attacked by an ill-behaved Pokémon and end up poisoned, paralyzed or otherwise afflicted. Consider equipping each of your Pokémon with a protective held item if they're not immune to status-inflicting attacks.

Hey, pal! Put a leash on that Pokémon!



Tough Pokémon such as Steel-types are less likely than others to take damage in a sneak attack.

Condition Immunity

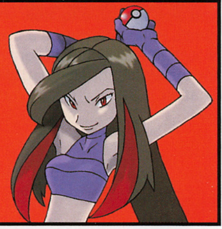
Condition	Immunizing Ability
Poison	Immunity (Poison-type, Steel-type)
Paralyze	Limber
Burn	Water Veil (Fire-type)
Freeze	Magma Armor (Ice-type)
Sleep	Insomnia, Vital Spirit
Confuse	Own Tempo

PIKE QUEEN: LUCY

SEVIPER	PSN	SHUCKLE	BUG-RCK	MILOTIC	WTR
SWAGGER	NRM	TOXIC	PSN	ICE BEAM	ICE
CRUNCH	DRK	SANDSTORM	RCK	MIRROR COAT	PSY
???	???	???	???	???	???
???	???	???	???	???	???

RECOMMENDED MOVE TYPES: GROUND, ELECTRIC

Don't get distracted by the Pike Queen's sassy good looks. Lucy runs a crack squad of pain-inflicting Pokémon, so fight hard. Seviper is susceptible to Ground-type moves. Beware of Milotic's Mirror Coat, as it'll dish out major hurt if you can't pull off a one-hit KO.



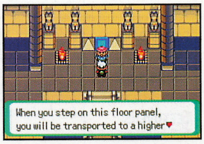
BATTLE PYRAMID

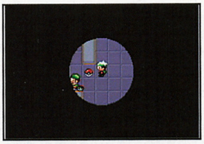
Spark up that torch and dust off your spelunker's hat—the Battle Pyramid is one dark and dusty place. Gather three of your favorite Pokémon and enter the ground floor of this marvel of ancient design. You'll rely on skill and a bit of luck here, as you are forbidden to bring any items along on your journey. Make full use of anything you find.

RULES

- Explore each floor of the Battle Pyramid on your climb to the top.
- You will select three Pokémon, though none may hold an item initially.
- You may use only items found inside the Battle Pyramid.
- Your view will increase after you win each battle.
- Wild Pokémon may not be caught in the pyramid.
- Ascend seven floors to clear this facilty.

WALK LIKE AN EGYPTIAN





At the start of your challenge your field of vision will be restricted to a tight radius, so tread the pyramid's floors carefully. Chances are, you'll get tangled in more than one scrap per level. Collect as many items as you can. There won't be an abundance of them, so use each healing potion judiciously. Following each victory, your view will expand slightly, giving you a larger view of your surroundings.

Battle Bag

- You will be given a Battle Bag in place of your own bag.
- The bag will be empty at the start.
- You can assign found held items to your Pokémon.
- Items may be used during battle.
- The Battle Bag will hold up to ten distinct item types (up to 99 each).
- At the end, any items left in the bag will carry over to your next challenge.

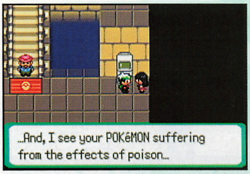
Battle Pyramid Items

1st Challenge	2nd Challenge	3rd Challenge
Brightpowder	Leppa Berry	Ether
Cheri Berry	Choice Band	Lum Berry
Ether	Dire Hit	Focus Band
Fluffy Tail	Ether	Hyper Potion
Hyper Potion	Full Restore	Lum Berry
Lum Berry	Hyper Potion	Max Revive
Max Revive	Leftovers	Rawst Berry
Revive	Max Elixer	Revive
Sacred Ash	Pecha Berry	Sacred Ash
Shell Bell	Revive	Scope Lens

If your Pokémon has the Pickup ability, you can snatch held items from your opponents, though you can use them only within the confines of the Battle Pyramid.

WILD POKéMON

You'll notice a similiarity between wild Pokémon you'll encounter inside the Battle Pyramid each challenge round. We've compiled a short list of the ones you'll face randomly during your first three runs through the pyramid. Check with the woman near the PC in the pyramid lobby; she'll describe the Pokémon types you'll see your next time through. Choose Pokémon that are immune to the attacks of your upcoming opponents.



Wild Pokémon

1st Challenge	2nd Challenge	3rd Challenge
Plusle (ELC)	Gulpin (PSN)	Growlithe (FIRE)
Minun (ELC)	Roselia (GRS-PSN)	Vulpix (FIRE)
Pikachu (ELC)	Butterfree (BUG-FLY)	Magcargo (FIRE-RCK)
Electabuzz (ELC)	Seviper (PSN)	Ninetales (FIRE)
Vileplume (GRS-PSN)	Skarmory (STL-FLY)	Medicham (FTG-PSY)
Manectric (ELC)	Ludicolo (WTR-GRS)	Weezing (PSN)
Breloom (GRS-FTG)	Crobat (PSN-FLY)	Dusclops (GHO)
Jolteon (ELC)	Gengar (GHO-PSN)	Houndoom (DRK-FIRE)

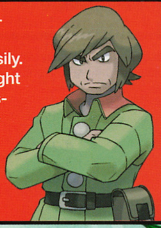
Knowing is half the battle. Assemble a party of Pokémon whose types will counter the wild Pokémon's types.

PYRAMID KING: BRANDON

REGIROCK	RCK	REGISTEEL	STL	REGICE	ICE
EXPLOSION	NRM	EARTHQUAKE	GRD	ICE BEAM	ICE
???	???	???	???	???	???
EARTHQUAKE	GRD	TOXIC	PSN	THUNDER	ELC
???	???	???	???	???	???

RECOMMENDED MOVE TYPES: FIGHTING, GROUND

Brandon doesn't mess around. He's surrounded himself with powerful and rare Pokémon, and he won't be defeated easily. Regirock has a high defense, so you might want to use special Water-type or Grass-type moves. Fire-type and Fighting-type attacks are effective against Registeel. Pummel Regice with repeated Fighting-type assaults.



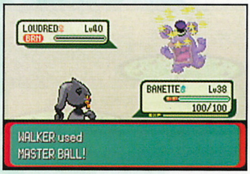
GO FOR THE GOLD

All that glitters is not gold. Sure, you've conquered every Battle Frontier arena with the style and grace of a master Trainer and amassed all seven Silver Symbols, but you've tackled only half the challenges of this untamed land. As you might have expected, things will get harder each time you face an arena on your quest for the Gold Symbols.

RAISING STRONG POKéMON

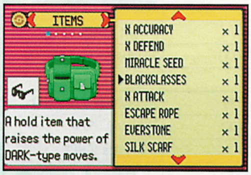
You can bolster your Pokémon's fighting skills in a number of ways. Whether you seek to raise your Pokémon from an early level or catch and augment a more powerful one, it's important to prepare your party adequately for the final push.

Catch Strong Pokémon



Nab strong wild Pokémon during your travels, even if you've already caught the same type before. It'll save you the effort of raising an inexperienced one from a low level.

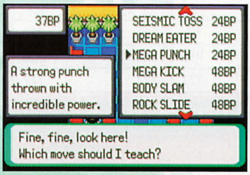
Use Stat-Boosting Items



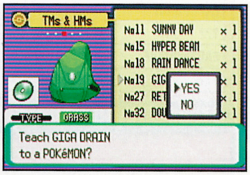
Give your Pokémon stat-boosting held items, especially when you're competing in Level 50 tournaments. Items like the Black Belt, Charcoal and Magnet can beef up your Pokémon's attack at its present level. The Macho Brace will increase your EXP growth at the expense of Speed.

LEARN EFFECTIVE MOVES

Teach your Pokémon to use effective moves. Employ TMs, HMs and Move Tutor sessions to give your party a variety of attacks. A well-balanced fighter is more likely than a specialized one to win consistently.



Use BP to purchase moves from the old ladies in the Battle Frontier.



Use TMs and HMs to learn moves reguardless of your Pokémon's level. TMs can only be used once.

USEFUL ITEMS

All Battle Frontier facilities, except the Battle Pyramid, permit the use of personal held items. The following list contains a sampling of the more useful ones.

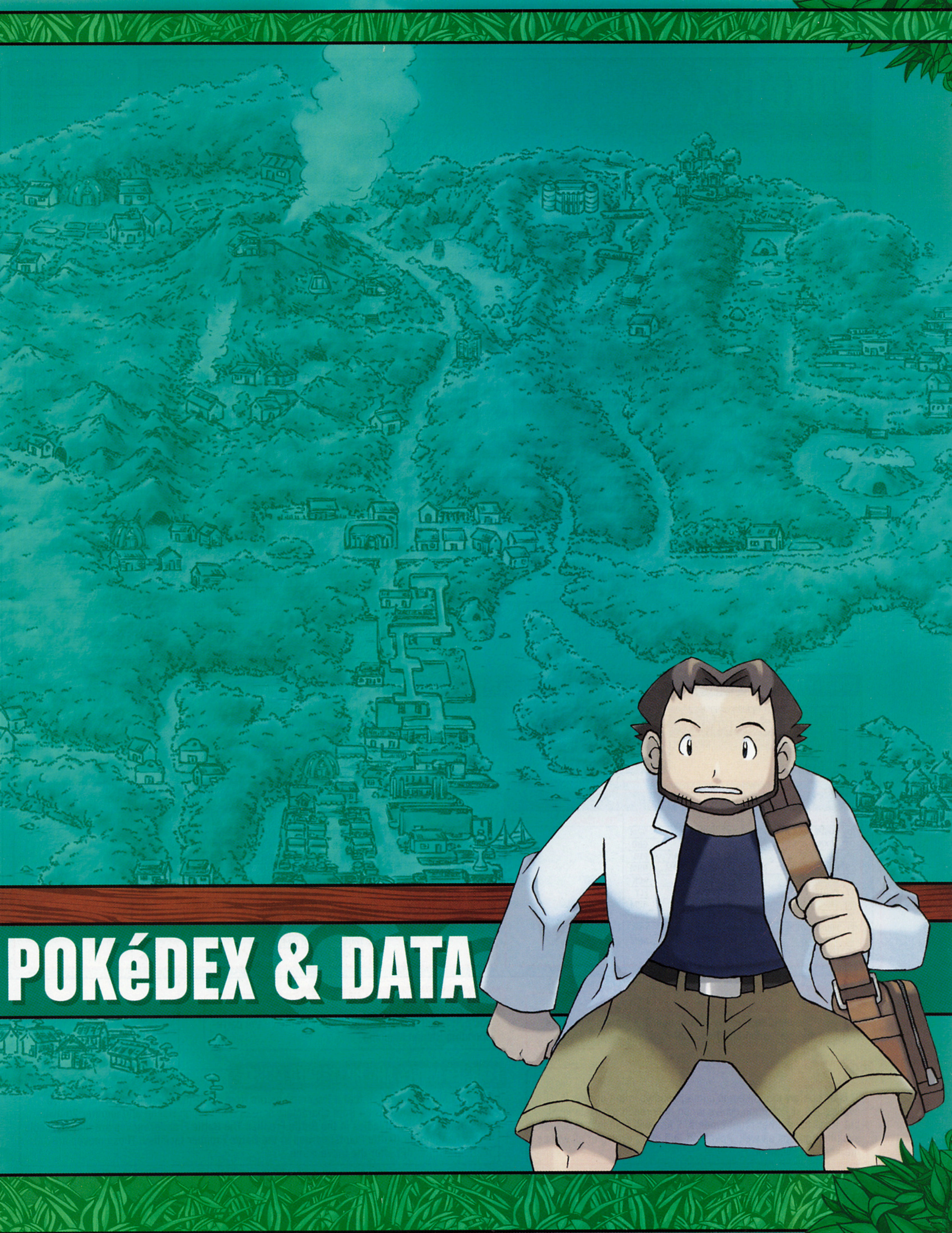
Recommended Held Items

Item	Description	Location
BRIGHTPOWDER	Lowers opponent's accuracy	Battle Frontier
CHOICE BAND	Multiplies power of first move by 1.5; can't use other moves	Battle Frontier
FOCUS BAND	Occasionally prevents a Pokémon from fainting	Shoal Cave
KING'S ROCK	May cause flinching when opponent is hit	Mossdeep City / wild Hariyama
LEFTOVERS	Gradually restores HP in battle	*S.S. Tidal*
LUM BERRY	Cures all status conditions	Lilycove City / Route 123
QUICK CLAW	Increases chance of first attack	Rustboro City / wild Sandshrew
SHELL BELL	Restores HP by 1/8 of damage to opponent	Route 104
SITRUS BERRY	Restores 30 HP when life is half or lower	Routes 118 and 123
WHITE HERB	Cures lowered Status	Route 104

Damage-Increasing Items

Item	Type	Location
BLACK BELT	FTG	Route 115
BLACKGLASSES	DRK	Route 116
CHARCOAL	FIRE	Lavaridge Town
DRAGON FANG	DRG	Meteor Falls
HARD STONE	RCK	Trick House, Wild Aron or Wild Lairon
MAGNET	ELC	Trick House
METAL COAT	STL	Wild Magnemite or Wild Magneton
MIRACLE SEED	GRS	Petalburg Woods
MYSTIC WATER	WTR	Weather Institute
NEVERMELTICE	ICE	Shoal Cave
POISON BARB	PSN	Wild Cacnea
SHARP BEAK	FLY	Wild Doduo or Wild Dodrio
SILK SCARF	NRM	Dewford Town
SILVER POWDER	BUG	Route 120
SOFT SAND	GRD	Route 109 / Wild Trapinch
SPELL TAG	GHO	Wild Shuppet or Wild Duskull
TWISTEDSPOON	PSY	Wild Abra

POKéDEX & DATA



POKéDEX

The Pokédex is an aspiring Trainer's best friend. Because you'll be checking it often, it's good to know how it works so you can get the required information with minimal effort.

POKéMON TYPES	
BUG	BUG
DARK	DRK
DRAGON	DRG
ELECTRIC	ELC
FIGHTING	FTG
FIRE	FIRE
FLYING	FLY
GHOST	GHO
GRASS	GRS
GROUND	GRD
ICE	ICE
NORMAL	NRM
POISON	PSN
PSYCHIC	PSY
ROCK	RCK
STEEL	STL
WATER	WTR

POKéDEX NUMBER AND POKéMON NAME

The Pokémon number is taken from the Hoenn Pokédex. This number will change once you have upgraded to the National Pokédex.

TYPE, ABILITY, SIZE AND EGG TYPE

A Pokémon's type is key to effective battling. Some Pokémon change types, abilities and sizes as they evolve, so pay careful attention. All Pokémon have one or two of 16 Egg types. To create an Egg, take two Pokémon of opposite genders that have the same Egg type and leave them in the Day Care on Route 117. If the Egg type is listed as None, that Pokémon is unable to produce an Egg. Consult pages 16 and 17 for more information.

LEVEL-UP MOVES AND CONTEST EQUIVALENT

Pokémon learn moves automatically when they reach certain levels. The level at which a Pokémon learns a move is shown below next to the move name. Egg Moves are Special moves that a Pokémon might know if it hatches from an Egg. Each move has a Contest Equivalent that has a type (Tough, Cool, Smart, Beauty and Cute), Appeal and Jam. See pages 25 and 26 to learn more about Pokémon Contests.

STATISTICS

Each Pokémon's relative statistics are reperesented on a scale of one to four, with one being the lowest and four the highest. (HP stands for Hit Points, SA stands for Special Attack and SD stands for Special Defense). In this example, Treecko has good Speed, SA and SD ratings, and only decent ratings in other categories.

#1 TREECKO

TYPE: GRASS

ABILITY: OVERGROW

EGG: MONSTER / DRAGON

HEIGHT / WEIGHT: 1'8" / 11 lbs.

Stat	Rating	Stat	Rating
HP	■□□□	DEFENSE	■□□□
SPEED	■■□□	SA	■■□□
ATTACK	■□□□	SD	■■□□

EVOLUTION FAMILY

EVOLVES AT LEVEL 16

GROVYLE

EVOLVES AT LEVEL 36

SCEPTILE

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	POUND	NRM	TOUGH	♥♥♥♥	
L1	LEER	NRM	COOL	♥♥♥	
L6	ABSORB	GRS	SMART	♥♥	♥♥♥
L11	QUICK ATTACK	NRM	COOL	♥♥♥	
L16	PURSUIT	DRK	SMART	♥♥	♥
L21	SCREECH	NRM	SMART	♥	♥♥♥
L26	MEGA DRAIN	GRS	SMART	♥	♥♥♥♥
L31	AGILITY	PSY	COOL	♥♥♥	
L36	SLAM	NRM	TOUGH	♥♥	♥
L41	DETECT	FTG	COOL	♥♥	
L46	GIGA DRAIN	GRS	SMART	♥♥	♥
EG	CRUNCH	DRK	TOUGH	♥	♥♥♥♥
EG	MUD SPORT	GRD	CUTE	♥♥♥♥	
EG	ENDEAVOR	NRM	TOUGH	♥♥	
EG	LEECH SEED	GRS	SMART	♥♥	♥♥
EG	DRAGONBREATH	DRG	COOL	♥	♥♥♥
EG	CRUSH CLAW	NRM	COOL	♥	♥♥♥♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	27	RETURN	NRM			
06	TOXIC	PSN	28	DIG	GRD			
09	BULLET SEED	GRS	31	BRICK BREAK	FTG			
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
11	SUNNY DAY	FIRE	39	ROCK TOMB	RCK			
17	PROTECT	NRM	40	AERIAL ACE	FLY			
19	GIGA DRAIN	GRS	42	FACADE	NRM			
20	SAFEGUARD	NRM	43	SECRET POWER	NRM			
21	FRUSTRATION	NRM	44	REST	PSY			
22	SOLARBEAM	GRS	45	ATTRACT	NRM			
23	IRON TAIL	STL						

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	SWIFT(BP)	NRM		
DOUBLE-EDGE	NRM	SEISMIC TOSS (BP)	FTG		
SLEEP-TALK	NRM	SWORDS DANCE (BP)	NRM		
DYNAMICPUNCH	FTG	MUD-SLAP (BP)	GRD		
SUBSTITUTE	NRM	BODY SLAM (BP)	NRM		
MIMIC	NRM	MEGA KICK (BP)	NRM		
FURY CUTTER	BUG	MEGA PUNCH (BP)	NRM		
SNORE (BP)	NRM				
COUNTER (BP)	FTG				
THUNDERPUNCH (BP)	ELC				
ENDURE (BP)	NRM				

TECHNICAL MACHINE (TM) MOVES

You can teach many TMs to your Pokémon if you have the corresponding Technical Machine.

HIDDEN MACHINE (HM) MOVES

You can teach your Pokémon HMs if you have the corresponding Hidden Machine.

EVOLUTION

This box below the Pokémon's image shows when or how it evolves. Most Pokémon evolve when they reach a certain level, but some have other requirements. Some will split into divergent evolution groups as well. Pokémon that don't evolve at all will be marked "No Evolution."

LEARNED MOVES AND BP LEARNED MOVES

Learned Moves are those that a Pokémon learns from an in-game character. There are 10 moves that can be learned from characters spread out through Hoenn and another 20 available from the two old ladies in the Battle Frontier. The Battle Frontier moves are only available by exchanging BP (Battle Points) earned in the Battle Frontier facilities. These moves are marked with a (BP) after the move name.

#1 TREECKO

TYPE: GRASS
ABILITY: OVERGROW
EGG: MONSTER / DRAGON
HEIGHT / WEIGHT: 1'8" / 11 lbs.

HP DEFENSE
SPEED SA
ATTACK SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	POUND	NRM	TOUGH	♥♥♥♥	
L1	LEER	NRM	COOL	♥♥♥	
L6	ABSORB	GRS	SMART	♥♥	♥♥♥
L11	QUICK ATTACK	NRM	COOL	♥♥♥	
L16	PURSUIT	DRK	SMART	♥♥	♥
L21	SCREECH	NRM	SMART	♥	♥♥♥
L26	MEGA DRAIN	GRS	SMART	♥	♥♥♥♥
L31	AGILITY	PSY	COOL	♥♥♥	
L36	SLAM	NRM	TOUGH	♥♥	♥
L41	DETECT	FTG	COOL	♥♥	
L46	GIGA DRAIN	GRS	SMART	♥♥	♥
EG	CRUNCH	DRK	TOUGH	♥	♥♥♥♥
EG	MUD SPORT	GRD	CUTE	♥♥♥♥	
EG	ENDEAVOR	NRM	TOUGH	♥♥	
EG	LEECH SEED	GRS	SMART	♥♥	♥♥
EG	DRAGONBREATH	DRG	COOL	♥	♥♥♥
EG	CRUSH CLAW	NRM	COOL	♥	♥♥♥♥

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	27	RETURN	NRM			
06	TOXIC	PSN	28	DIG	GRD			
09	BULLET SEED	GRS	31	BRICK BREAK	FTG			
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
11	SUNNY DAY	FIRE	39	ROCK TOMB	RCK			
17	PROTECT	NRM	40	AERIAL ACE	FLY			
19	GIGA DRAIN	GRS	42	FACADE	NRM			
20	SAFEGUARD	NRM	43	SECRET POWER	NRM			
21	FRUSTRATION	NRM	44	REST	PSY			
22	SOLARBEAM	GRS	45	ATTRACT	NRM			
23	IRON TAIL	STL						

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	FTG

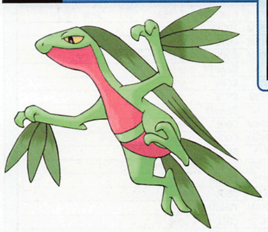
LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	SWIFT (BP)	NRM		
DOUBLE-EDGE	NRM	SEISMIC TOSS (BP)	FTG		
SLEEP TALK	NRM	SWORDS DANCE (BP)	NRM		
DYNAMICPUNCH	FTG	MUD-SLAP (BP)	GRD		
SUBSTITUTE	NRM	BODY SLAM (BP)	NRM		
MIMIC	NRM	MEGA KICK (BP)	NRM		
FURY CUTTER	BUG	MEGA PUNCH (BP)	NRM		
SNORE (BP)	NRM				
COUNTER (BP)	FTG				
THUNDERPUNCH (BP)	ELC				
ENDURE (BP)	NRM				

#1

TREECKO

#2 GROVYLE



TYPE: GRASS
ABILITY: OVERGROW
EGG: MONSTER / DRAGON
HEIGHT / WEIGHT: 2'11" / 48 lbs.

HP DEFENSE
SPEED SA
ATTACK SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	POUND	NRM	TOUGH	♥♥♥♥	
L1	LEER	NRM	COOL	♥♥♥	
L1	ABSORB	GRS	SMART	♥♥	♥♥♥
L1	QUICK ATTACK	NRM	COOL	♥♥♥	
L6	ABSORB	GRS	SMART	♥♥	♥♥♥
L11	QUICK ATTACK	NRM	COOL	♥♥♥	
L16	FURY CUTTER	BUG	COOL	♥♥♥	
L17	PURSUIT	DRK	SMART	♥♥	♥
L23	SCREECH	NRM	SMART	♥	♥♥♥
L29	LEAF BLADE	GRS	COOL	♥♥♥	
L35	AGILITY	PSY	COOL	♥♥♥	
L41	SLAM	NRM	TOUGH	♥♥	♥
L47	DETECT	FTG	COOL	♥♥	
L53	FALSE SWIPE	NRM	COOL	♥	♥♥♥

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	27	RETURN	NRM			
06	TOXIC	PSN	28	DIG	GRD			
09	BULLET SEED	GRS	31	BRICK BREAK	FTG			
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
11	SUNNY DAY	FIRE	39	ROCK TOMB	RCK			
17	PROTECT	NRM	40	AERIAL ACE	FLY			
19	GIGA DRAIN	GRS	42	FACADE	NRM			
20	SAFEGUARD	NRM	43	SECRET POWER	NRM			
21	FRUSTRATION	NRM	44	REST	PSY			
22	SOLARBEAM	GRS	45	ATTRACT	NRM			
23	IRON TAIL	STL						

HM MOVES

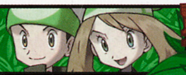
HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

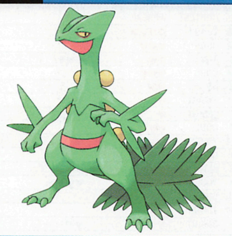
ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SEISMIC TOSS (BP)	FTG	SWAGGER (BP)	NRM		
MEGA PUNCH (BP)	NRM	FURY CUTTER	BUG		
SNORE (BP)	NRM	MIMIC	NRM		
MUD-SLAP (BP)	GRD	SLEEP TALK	NRM		
SWIFT (BP)	NRM	SUBSTITUTE	NRM		
MEGA KICK (BP)	NRM	DYNAMICPUNCH	FTG		
BODY SLAM (BP)	NRM	DOUBLE-EDGE	NRM		
COUNTER (BP)	FTG				
SWORDS DANCE (BP)	NRM				
ENDURE (BP)	NRM				
THUNDERPUNCH (BP)	ELC				

#2

GROVYLE



#3 SCEPTILE



TYPE: GRASS
ABILITY: OVERGROW
EGG: MONSTER / DRAGON
HEIGHT / WEIGHT: 5'7" / 115 lbs.

HP	■■□□	DEFENSE	■■□□
SPEED	■■■■	SA	■■■□
ATTACK	■■■□	SD	■■■□

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	POUND	NRM	TOUGH	♥♥♥♥	
L1	LEER	NRM	COOL	♥♥♥	
L1	ABSORB	GRS	SMART	♥♥	♥♥♥
L1	QUICK ATTACK	NRM	COOL	♥♥♥	
L6	ABSORB	GRS	SMART	♥♥	♥♥♥
L11	QUICK ATTACK	NRM	COOL	♥♥♥	
L16	FURY CUTTER	BUG	COOL	♥♥♥	
L17	PURSUIT	DRK	SMART	♥♥	♥
L23	SCREECH	NRM	SMART	♥	♥♥♥
L29	LEAF BLADE	GRS	COOL	♥♥♥	
L35	AGILITY	PSY	COOL	♥♥♥	
L43	SLAM	NRM	TOUGH	♥♥	♥
L51	DETECT	FTG	COOL	♥♥	
L59	FALSE SWIPE	NRM	COOL	♥	♥♥♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	21	FRUSTRATION	NRM	43	SECRET POWER	NRM
02	DRAGON CLAW	DRG	22	SOLARBEAM	GRS	44	REST	PSY
05	ROAR	NRM	23	IRON TAIL	STL	45	ATTRACT	NRM
06	TOXIC	PSN	26	EARTHQUAKE	GRD			
09	BULLET SEED	GRS	27	RETURN	NRM			
10	HIDDEN POWER	NRM	28	DIG	GRD			
11	SUNNY DAY	FIRE	31	BRICK BREAK	FTG			
15	HYPER BEAM	NRM	32	DOUBLE TEAM	NRM			
17	PROTECT	NRM	39	ROCK TOMB	RCK			
19	GIGA DRAIN	GRS	40	AERIAL ACE	FLY			
20	SAFEGUARD	NRM	42	FACADE	NRM			

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	SWIFT (BP)	NRM		
DOUBLE-EDGE	NRM	SEISMIC TOSS (BP)	FTG		
SLEEP TALK	NRM	SWORDS DANCE (BP)	NRM		
DYNAMICPUNCH	FTG	MUD-SLAP (BP)	GRD		
SUBSTITUTE	NRM	BODY SLAM (BP)	NRM		
MIMIC	NRM	MEGA KICK (BP)	NRM		
FURY CUTTER	BUG	MEGA PUNCH (BP)	NRM		
SNORE (BP)	NRM				
COUNTER (BP)	FTG				
THUNDERPUNCH (BP)	ELC				
ENDURE (BP)	NRM				

#4 TORCHIC

TYPE: FIRE
ABILITY: BLAZE
EGG: FIELD
HEIGHT / WEIGHT: 1'4" / 6 lbs.

HP	■□□□	DEFENSE	■□□□
SPEED	■□□□	SA	■■□□
ATTACK	■■□□	SD	■□□□

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	SCRATCH	NRM	TOUGH	♥♥♥♥	
L1	GROWL	NRM	CUTE	♥♥	
L7	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
L10	EMBER	FIRE	BEAUTY	♥♥♥♥	
L16	PECK	FLY	COOL	♥♥♥♥	
L19	SAND-ATTACK	GRD	CUTE	♥♥	♥
L25	FIRE SPIN	FIRE	BEAUTY	♥♥♥	
L28	QUICK ATTACK	NRM	COOL	♥♥♥	
L34	SLASH	NRM	COOL	♥♥♥	
L37	MIRROR MOVE	FLY	SMART	♥	
L43	FLAMETHROWER	FIRE	BEAUTY	♥♥♥♥	
EG	COUNTER	FTG	TOUGH	♥♥	
EG	REVERSAL	FTG	COOL	♥♥	
EG	ENDURE	NRM	TOUGH	♥♥	
EG	SWAGGER	NRM	CUTE	♥♥	
EG	ROCK SLIDE	RCK	TOUGH	♥	♥♥♥
EG	SMELLINGSALT	NRM	SMART	♥♥	♥♥♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	40	AERIAL ACE	FLY			
10	HIDDEN POWER	NRM	42	FACADE	NRM			
11	SUNNY DAY	FIRE	43	SECRET POWER	NRM			
17	PROTECT	NRM	44	REST	PSY			
21	FRUSTRATION	NRM	45	ATTRACT	NRM			
27	RETURN	NRM	50	OVERHEAT	FIRE			
28	DIG	GRD						
32	DOUBLE TEAM	NRM						
35	FLAMETHROWER	FIRE						
38	FIRE BLAST	FIRE						
39	ROCK TOMB	RCK						

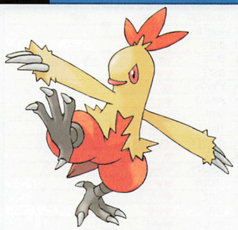
HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	SWORDS DANCE (BP)	NRM		
DOUBLE-EDGE	NRM	MUD-SLAP (BP)	GRD		
SLEEP TALK	NRM	BODY SLAM (BP)	NRM		
SUBSTITUTE	NRM	MEGA KICK (BP)	NRM		
MIMIC	NRM	MEGA PUNCH (BP)	NRM		
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
COUNTER (BP)	FTG				
ENDURE (BP)	NRM				
SWIFT (BP)	NRM				
SEISMIC TOSS (BP)	FTG				

#5 COMBUSKEN



TYPE: FIRE-FIGHTING

ABILITY: BLAZE

EGG: FIELD

HEIGHT / WEIGHT: 2'11" / 43 lbs.

HP	■■□□	DEFENSE	■■□□
SPEED	■■□□	SA	■■■□
ATTACK	■■■□	SD	■■□□

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	SCRATCH	NRM	TOUGH	♥♥♥♥	
L1	GROWL	NRM	CUTE	♥♥	
L1	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
L1	EMBER	FIRE	BEAUTY	♥♥♥♥	
L7	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
L13	EMBER	FIRE	BEAUTY	♥♥♥♥	
L16	DOUBLE KICK	FTG	COOL	♥♥	
L17	PECK	FLY	COOL	♥♥♥♥	
L21	SAND-ATTACK	GRD	CUTE	♥♥	♥
L28	BULK UP	FTG	BEAUTY	♥	
L32	QUICK ATTACK	NRM	COOL	♥♥♥	
L39	SLASH	NRM	COOL	♥♥♥	
L43	MIRROR MOVE	FLY	SMART	♥	
L50	SKY UPPERCUT	FTG	COOL	♥♥	♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	35	FLAMETHROWER	FIRE			
06	TOXIC	PSN	38	FIRE BLAST	FIRE			
08	BULK UP	FTG	39	ROCK TOMB	RCK			
10	HIDDEN POWER	NRM	40	AERIAL ACE	FLY			
11	SUNNY DAY	FIRE	42	FACADE	NRM			
17	PROTECT	NRM	43	SECRET POWER	NRM			
21	FRUSTRATION	NRM	44	REST	PSY			
27	RETURN	NRM	45	ATTRACT	NRM			
28	DIG	GRD	50	OVERHEAT	FIRE			
31	BRICK BREAK	FTG						
32	DOUBLE TEAM	NRM						

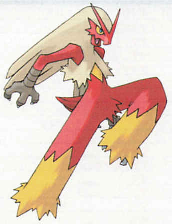
HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ENDURE (BP)	NRM		
DOUBLE-EDGE	NRM	SWIFT (BP)	NRM		
SLEEP TALK	NRM	SEISMIC TOSS (BP)	FTG		
DYNAMICPUNCH	FTG	SWORDS DANCE (BP)	NRM		
SUBSTITUTE	NRM	MUD-SLAP (BP)	GRD		
MIMIC	NRM	BODY SLAM (BP)	NRM		
FURY CUTTER	BUG	FIRE PUNCH (BP)	FIRE		
SNORE (BP)	NRM	MEGA KICK (BP)	NRM		
ROCK SLIDE (BP)	RCK	MEGA PUNCH (BP)	NRM		
COUNTER (BP)	FTG				
THUNDERPUNCH (BP)	ELC				

#6 BLAZIKEN



TYPE: FIRE-FIGHTING

ABILITY: BLAZE

EGG: FIELD

HEIGHT / WEIGHT: 6'3" / 115 lbs.

HP	■■□□	DEFENSE	■■□□
SPEED	■■□□	SA	■■■■
ATTACK	■■■■	SD	■■□□

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	FIRE PUNCH	FIRE	BEAUTY	♥♥♥♥	
L1	SCRATCH	NRM	TOUGH	♥♥♥♥	
L1	GROWL	NRM	CUTE	♥♥	
L1	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
L1	EMBER	FIRE	BEAUTY	♥♥♥♥	
L7	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
L13	EMBER	FIRE	BEAUTY	♥♥♥♥	
L16	DOUBLE KICK	FTG	COOL	♥♥	
L17	PECK	FLY	COOL	♥♥♥♥	
L21	SAND-ATTACK	GRD	CUTE	♥♥	♥
L28	BULK UP	FTG	BEAUTY	♥	
L32	QUICK ATTACK	NRM	COOL	♥♥♥	
L36	BLAZE KICK	FIRE	BEAUTY	♥♥♥♥	
L42	SLASH	NRM	COOL	♥♥♥	
L49	MIRROR MOVE	FLY	SMART	♥	
L59	SKY UPPERCUT	FTG	COOL	♥♥	♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	28	DIG	GRD	50	OVERHEAT	FIRE
05	ROAR	NRM	31	BRICK BREAK	FTG			
06	TOXIC	PSN	32	DOUBLE TEAM	NRM			
08	BULK UP	FTG	35	FLAMETHROWER	FIRE			
10	HIDDEN POWER	NRM	38	FIRE BLAST	FIRE			
11	SUNNY DAY	FIRE	39	ROCK TOMB	RCK			
15	HYPER BEAM	NRM	40	AERIAL ACE	FLY			
17	PROTECT	NRM	42	FACADE	NRM			
21	FRUSTRATION	NRM	43	SECRET POWER	NRM			
26	EARTHQUAKE	GRD	44	REST	PSY			
27	RETURN	NRM	45	ATTRACT	NRM			

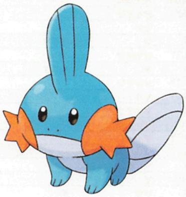
HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ENDURE (BP)	NRM		
DOUBLE-EDGE	NRM	SWIFT (BP)	NRM		
SLEEP TALK	NRM	SEISMIC TOSS (BP)	FTG		
DYNAMICPUNCH	FTG	SWORDS DANCE (BP)	NRM		
SUBSTITUTE	NRM	MUD-SLAP (BP)	GRD		
MIMIC	NRM	BODY SLAM (BP)	NRM		
FURY CUTTER	BUG	FIRE PUNCH (BP)	FIRE		
SNORE (BP)	NRM	MEGA KICK (BP)	NRM		
ROCK SLIDE (BP)	RCK	MEGA PUNCH (BP)	NRM		
COUNTER (BP)	FTG				
THUNDERPUNCH (BP)	ELC				

#7 MUDKIP



TYPE: WATER
ABILITY: TORRENT
EGG: MONSTER / WATER 1
HEIGHT / WEIGHT: 1'4" / 17 lbs.

Stat	Rating	Stat	Rating
HP	■■□□	DEFENSE	■□□□
SPEED	■□□□	SA	■□□□
ATTACK	■■□□	SD	■□□□

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	GROWL	NRM	CUTE	♥♥	
L6	MUD-SLAP	GRD	CUTE	♥♥	♥
L10	WATER GUN	WTR	CUTE	♥♥♥♥	
L15	BIDE	NRM	TOUGH	♥	
L19	FORESIGHT	NRM	SMART	♥♥♥	
L24	MUD SPORT	GRD	CUTE	♥♥♥♥	
L28	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
L33	WHIRLPOOL	WTR	BEAUTY	♥♥♥	
L37	PROTECT	NRM	CUTE	♥	
L42	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	
L46	ENDEAVOR	NRM	TOUGH	♥♥	
EG	REFRESH	NRM	CUTE	♥	
EG	UPROAR	NRM	CUTE	♥♥♥	
EG	CURSE	?	TOUGH	♥♥♥	
EG	STOMP	NRM	TOUGH	♥	♥♥♥♥
EG	ICE BALL	ICE	BEAUTY	♥♥♥	
EG	MIRROR COAT	PSY	BEAUTY	♥♥	

TM MOVES

TM	ATTACK	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
04	STRENGTH	NRM
06	ROCK SMASH	FTG
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
ROLLOUT	RCK
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ICY WIND (BP)	ICE
ENDURE (BP)	NRM
MUD-SLAP (BP)	GRD
BODY SLAM (BP)	NRM
DEFENSE CURL (BP)	NRM

#8 MARSHTOMP

TYPE: WATER-GROUND
ABILITY: TORRENT
EGG: MONSTER / WATER 1
HEIGHT / WEIGHT: 2'4" / 62 lbs.

Stat	Rating	Stat	Rating
HP	■■□□	DEFENSE	■■□□
SPEED	■□□□	SA	■■□□
ATTACK	■■■□	SD	■■□□

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	GROWL	NRM	CUTE	♥♥	
L1	MUD-SLAP	GRD	CUTE	♥♥	♥
L1	WATER GUN	WTR	CUTE	♥♥♥♥	
L6	MUD-SLAP	GRD	CUTE	♥♥	♥
L10	WATER GUN	WTR	CUTE	♥♥♥♥	
L15	BIDE	NRM	TOUGH	♥	
L16	MUD SHOT	GRD	TOUGH	♥	♥♥♥
L20	FORESIGHT	NRM	SMART	♥♥♥	
L25	MUD SPORT	GRD	CUTE	♥♥♥♥	
L31	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
L37	MUDDY WATER	WTR	TOUGH	♥♥	♥
L42	PROTECT	NRM	CUTE	♥	
L46	EARTHQUAKE	GRD	TOUGH	♥	♥♥♥
L53	ENDEAVOR	NRM	TOUGH	♥♥	

TM MOVES

TM	ATTACK	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
39	ROCK TOMB	RCK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

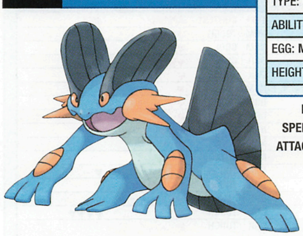
HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
04	STRENGTH	NRM
06	ROCK SMASH	FTG
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
ROLLOUT	RCK
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
DYNAMICPUNCH	FTG
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ROCK SLIDE (BP)	RCK
COUNTER (BP)	FTG
ICY WIND (BP)	ICE
ENDURE (BP)	NRM
SEISMIC TOSS (BP)	FTG
MUD-SLAP (BP)	GRD
BODY SLAM (BP)	NRM
DEFENSE CURL (BP)	NRM
MEGA KICK (BP)	NRM
MEGA PUNCH (BP)	NRM
ICE PUNCH (BP)	ICE

#9 SWAMPERT



TYPE: WATER-GROUND
ABILITY: TORRENT
EGG: MONSTER / WATER 1
HEIGHT / WEIGHT: 4'11" / 181 lbs.

HP DEFENSE
SPEED SA
ATTACK SD

EVOLUTION FAMILY

EVOLVES AT LEVEL 16

MARSHTOMP

EVOLVES AT LEVEL 36

SWAMPERT

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	GROWL	NRM	CUTE	♥♥	
L1	MUD-SLAP	GRD	CUTE	♥♥	♥
L1	WATER GUN	WTR	CUTE	♥♥♥♥	
L6	MUD-SLAP	GRD	CUTE	♥♥	♥
L10	WATER GUN	WTR	CUTE	♥♥♥♥	
L15	BIDE	NRM	TOUGH	♥	
L16	MUD SHOT	GRD	TOUGH	♥	♥♥♥
L20	FORESIGHT	NRM	SMART	♥♥♥	
L25	MUD SPORT	GRD	CUTE	♥♥♥♥	
L31	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
L39	MUDDY WATER	WTR	TOUGH	♥♥	♥
L46	PROTECT	NRM	CUTE	♥	
L52	EARTHQUAKE	GRD	TOUGH	♥	♥♥♥
L61	ENDEAVOR	NRM	TOUGH	♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	21	FRUSTRATION	NRM	45	ATTRACT	NRM
03	WATER PULSE	WTR	23	IRON TAIL	STL			
05	ROAR	NRM	26	EARTHQUAKE	GRD			
06	TOXIC	PSN	27	RETURN	NRM			
07	HAIL	ICE	28	DIG	GRD			
10	HIDDEN POWER	NRM	31	BRICK BREAK	FTG			
13	ICE BEAM	ICE	32	DOUBLE TEAM	NRM			
14	BLIZZARD	ICE	39	ROCK TOMB	RCK			
15	HYPER BEAM	NRM	42	FACADE	NRM			
17	PROTECT	NRM	43	SECRET POWER	NRM			
18	RAIN DANCE	WTR	44	REST	PSY			

HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
04	STRENGTH	NRM
06	ROCK SMASH	FTG
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ENDURE (BP)	NRM		
ROLLOUT	RCK	SEISMIC TOSS (BP)	FTG		
DOUBLE-EDGE	NRM	MUD-SLAP (BP)	GRD		
SLEEP TALK	NRM	BODY SLAM (BP)	NRM		
DYNAMICPUNCH	FTG	DEFENSE CURL (BP)	NRM		
SUBSTITUTE	NRM	MEGA KICK (BP)	NRM		
MIMIC	NRM	MEGA PUNCH (BP)	NRM		
SNORE (BP)	NRM	ICE PUNCH (BP)	ICE		
ROCK SLIDE (BP)	RCK				
COUNTER (BP)	FTG				
ICY WIND (BP)	ICE				

#10 POOCHYENA

TYPE: DARK
ABILITY: RUN AWAY
EGG: FIELD
HEIGHT / WEIGHT: 1'8" /30 lbs.

HP DEFENSE
SPEED SA
ATTACK SD

EVOLUTION FAMILY

EVOLVES AT LEVEL 18

MIGHTYENA

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L5	HOWL	NRM	COOL	♥	
L9	SAND-ATTACK	GRD	CUTE	♥♥	♥
L13	BITE	DRK	TOUGH	♥	♥♥♥
L17	ODOR SLEUTH	NRM	SMART	♥♥♥	
L21	ROAR	NRM	COOL	♥♥♥	
L25	SWAGGER	NRM	CUTE	♥♥	
L29	SCARY FACE	NRM	TOUGH	♥♥	♥
L33	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
L37	TAUNT	DRK	SMART	♥♥	
L41	CRUNCH	DRK	TOUGH	♥	♥♥♥♥
L45	THIEF	DRK	TOUGH	♥	
EG	ASTONISH	GHO	SMART	♥♥	♥♥♥
EG	POISON FANG	PSN	SMART	♥♥♥	
EG	COVET	NRM	CUTE	♥	
EG	LEER	NRM	COOL	♥♥♥	
EG	YAWN	NRM	CUTE	♥♥	

TM MOVES

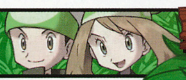
TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
05	ROAR	NRM	30	SHADOW BALL	GHO			
06	TOXIC	PSN	32	DOUBLE TEAM	NRM			
10	HIDDEN POWER	NRM	41	TORMENT	DRK			
11	SUNNY DAY	FIRE	42	FACADE	NRM			
12	TAUNT	DRK	43	SECRET POWER	NRM			
17	PROTECT	NRM	44	REST	PSY			
18	RAIN DANCE	WTR	45	ATTRACT	NRM			
21	FRUSTRATION	NRM	46	THIEF	DRK			
23	IRON TAIL	STL	49	SNATCH	DRK			
27	RETURN	NRM						
28	DIG	GRD						

HM MOVES

HM	ATTACK	TYPE
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
COUNTER (BP)	FTG				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
MUD-SLAP (BP)	GRD				
BODY SLAM (BP)	NRM				



#11 MIGHTYENA

TYPE: DARK
ABILITY: INTIMIDATE
EGG: FIELD
HEIGHT / WEIGHT: 3'3" / 82 lbs.

HP · DEFENSE · SPEED · SA · ATTACK · SD

EVOLUTION FAMILY

EVOLVES AT LEVEL 18

MIGHTYENA

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	HOWL	NRM	COOL	♥	
L1	SAND-ATTACK	GRD	CUTE	♥♥	♥
L1	BITE	DRK	TOUGH	♥	♥♥♥
L5	HOWL	NRM	COOL	♥	
L9	SAND-ATTACK	GRD	CUTE	♥♥	♥
L13	BITE	DRK	TOUGH	♥	♥♥♥
L17	ODOR SLEUTH	NRM	SMART	♥♥♥	
L22	ROAR	NRM	COOL	♥♥♥	
L27	SWAGGER	NRM	CUTE	♥♥	
L32	SCARY FACE	NRM	TOUGH	♥♥	♥
L37	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
L42	TAUNT	DRK	SMART	♥♥	
L47	CRUNCH	DRK	TOUGH	♥	♥♥♥♥
L52	THIEF	DRK	TOUGH	♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
05	ROAR	NRM	28	DIG	GRD			
06	TOXIC	PSN	30	SHADOW BALL	GHO			
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
11	SUNNY DAY	FIRE	41	TORMENT	DRK			
12	TAUNT	DRK	42	FACADE	NRM			
15	HYPER BEAM	NRM	43	SECRET POWER	NRM			
17	PROTECT	NRM	44	REST	PSY			
18	RAIN DANCE	WTR	45	ATTRACT	NRM			
21	FRUSTRATION	NRM	46	THIEF	DRK			
23	IRON TAIL	STL	49	SNATCH	DRK			
27	RETURN	NRM						

HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
COUNTER (BP)	FTG				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
MUD-SLAP (BP)	GRD				
BODY SLAM (BP)	NRM				

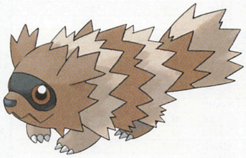
#11

MIGHTYENA

#12

ZIGZAGOON

#12 ZIGZAGOON



TYPE: NORMAL
ABILITY: PICKUP
EGG: FIELD
HEIGHT / WEIGHT: 1'4" / 39 lbs.

HP · DEFENSE · SPEED · SA · ATTACK · SD

EVOLUTION FAMILY

EVOLVES AT LEVEL 20

LINOONE

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	GROWL	NRM	CUTE	♥♥	
L5	TAIL WHIP	NRM	CUTE	♥♥	
L9	HEADBUTT	NRM	TOUGH	♥♥	♥♥♥
L13	SAND-ATTACK	GRD	CUTE	♥♥	♥
L17	ODOR SLEUTH	NRM	SMART	♥♥♥	
L21	MUD SPORT	GRD	CUTE	♥♥♥♥	
L25	PIN MISSILE	BUG	COOL	♥♥	♥
L29	COVET	NRM	CUTE	♥	
L33	FLAIL	NRM	CUTE	♥	
L37	REST	PSY	CUTE	♥♥	
L41	BELLY DRUM	NRM	CUTE	♥	
EG	CHARM	NRM	CUTE	♥♥	♥
EG	PURSUIT	DRK	SMART	♥♥	♥
EG	SUBSTITUTE	NRM	SMART	♥♥	
EG	TICKLE	NRM	CUTE	♥♥♥	
EG	TRICK	PSY	SMART	♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	25	THUNDER	ELC			
06	TOXIC	PSN	27	RETURN	NRM			
10	HIDDEN POWER	NRM	28	DIG	GRD			
11	SUNNY DAY	FIRE	30	SHADOW BALL	GHO			
13	ICE BEAM	ICE	32	DOUBLE TEAM	NRM			
14	BLIZZARD	ICE	34	SHOCK WAVE	ELC			
17	PROTECT	NRM	42	FACADE	NRM			
18	RAIN DANCE	WTR	43	SECRET POWER	NRM			
21	FRUSTRATION	NRM	44	REST	PSY			
23	IRON TAIL	STL	45	ATTRACT	NRM			
24	THUNDERBOLT	ELC	46	THIEF	DRK			

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
03	SURF	WTR
06	ROCK SMASH	FTG

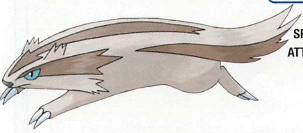
LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	THUNDER WAVE (BP)	ELC		
ROLLOUT	RCK	MUD-SLAP (BP)	GRD		
DOUBLE-EDGE	NRM	BODY SLAM (BP)	NRM		
SLEEP TALK	NRM	DEFENSE CURL (BP)	NRM		
SUBSTITUTE	NRM				
MIMIC	NRM				
FURY CUTTER	BUG				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
SWIFT (BP)	NRM				

#13 LINOONE

TYPE: NORMAL
ABILITY: PICKUP
EGG: FIELD
HEIGHT / WEIGHT: 1'8" / 72 lbs.

HP / DEFENSE / SPEED / SA / ATTACK / SD



EVOLUTION FAMILY

EVOLVES AT LEVEL 20

LINOONE

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	GROWL	NRM	CUTE	♥♥	
L1	TAIL WHIP	NRM	CUTE	♥♥	
L1	HEADBUTT	NRM	TOUGH	♥♥	♥♥♥
L5	TAIL WHIP	NRM	CUTE	♥♥	
L9	HEADBUTT	NRM	TOUGH	♥♥	♥♥♥
L13	SAND-ATTACK	GRD	CUTE	♥♥	♥
L17	ODOR SLEUTH	NRM	SMART	♥♥♥	
L23	MUD SPORT	GRD	CUTE	♥♥♥♥	
L29	FURY SWIPES	NRM	TOUGH	♥♥	♥
L35	COVET	NRM	CUTE	♥	
L41	SLASH	NRM	COOL	♥♥♥	
L47	REST	PSY	CUTE	♥♥	
L53	BELLY DRUM	NRM	CUTE	♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	23	IRON TAIL	STL	45	ATTRACT	NRM
05	ROAR	NRM	24	THUNDERBOLT	ELC	46	THIEF	DRK
06	TOXIC	PSN	25	THUNDER	ELC			
10	HIDDEN POWER	NRM	27	RETURN	NRM			
11	SUNNY DAY	FIRE	28	DIG	GRD			
13	ICE BEAM	ICE	30	SHADOW BALL	GHO			
14	BLIZZARD	ICE	32	DOUBLE TEAM	NRM			
15	HYPER BEAM	NRM	34	SHOCK WAVE	ELC			
17	PROTECT	NRM	42	FACADE	NRM			
18	RAIN DANCE	WTR	43	SECRET POWER	NRM			
21	FRUSTRATION	NRM	44	REST	PSY			

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
03	SURF	WTR
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	THUNDER WAVE (BP)	ELC		
ROLLOUT	RCK	MUD-SLAP (BP)	GRD		
DOUBLE-EDGE	NRM	BODY SLAM (BP)	NRM		
SLEEP TALK	NRM	DEFENSE CURL (BP)	NRM		
SUBSTITUTE	NRM				
MIMIC	NRM				
FURY CUTTER	BUG				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
SWIFT (BP)	NRM				

#13

LINOONE

#14 WURMPLE

TYPE: BUG
ABILITY: SHIELD DUST
EGG: BUG
HEIGHT / WEIGHT: 1'0" / 8 lbs.

HP / DEFENSE / SPEED / SA / ATTACK / SD

UNUSUAL EVOLUTION

Wurmple will evolve into either Silcoon or Cascoon when it reaches Level 7. Which evolution it makes is determined by the time of day, though the timing is so complex that it seems random.

EVOLUTION FAMILY

EVOLVES AT LEVEL 7

CASCOON

EVOLVES AT LEVEL 10

DUSTOX

EVOLVES AT LEVEL 7

SILCOON

EVOLVES AT LEVEL 10

BEAUTIFLY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	STRING SHOT	BUG	SMART	♥♥	♥♥♥
L5	POISON STING	PSN	SMART	♥♥	♥♥♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE

HM MOVES

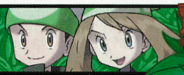
HM	ATTACK	TYPE

LEARNED MOVES AND BP LEARNED MOVES

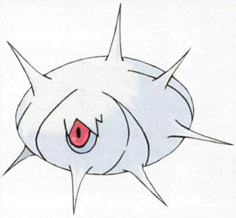
ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE

#14

WURMPLE



#15 SILCOON



TYPE: BUG
ABILITY: SHED SKIN
EGG: BUG
HEIGHT / WEIGHT: 2'0" / 22 lbs.

HP | DEFENSE
SPEED | SA
ATTACK | SD

UNUSUAL EVOLUTION

Wurmple will evolve into either Silcoon or Cascoon when it reaches Level 7. Which evolution it makes is determined by the time of day, though the timing is so complex that it seems random.

EVOLUTION FAMILY

- EVOLVES AT LEVEL 7 CASCOON → EVOLVES AT LEVEL 10 DUSTOX
- EVOLVES AT LEVEL 7 SILCOON → EVOLVES AT LEVEL 10 BEAUTIFLY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	HARDEN	NRM	TOUGH	♥♥	
L7	HARDEN	NRM	TOUGH	♥♥	

TM MOVES

TM	ATTACK	TYPE

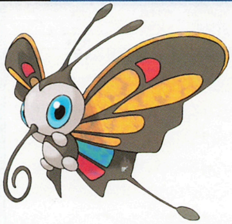
HM MOVES

HM	ATTACK	TYPE

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE

#16 BEAUTIFLY



TYPE: BUG-FLYING
ABILITY: SWARM
EGG: BUG
HEIGHT / WEIGHT: 3'3" / 63 lbs.

HP | DEFENSE
SPEED | SA
ATTACK | SD

EVOLUTION FAMILY

- EVOLVES AT LEVEL 7 CASCOON → EVOLVES AT LEVEL 10 DUSTOX
- EVOLVES AT LEVEL 7 SILCOON → EVOLVES AT LEVEL 10 BEAUTIFLY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	ABSORB	GRS	SMART	♥♥	♥♥♥
L10	ABSORB	GRS	SMART	♥♥	♥♥♥
L13	GUST	FLY	SMART	♥♥♥	
L17	STUN SPORE	GRS	SMART	♥♥	♥
L20	MORNING SUN	NRM	BEAUTY	♥	
L24	MEGA DRAIN	GRS	SMART	♥	♥♥♥♥
L27	WHIRLWIND	NRM	SMART	♥♥♥	
L31	ATTRACT	NRM	CUTE	♥♥	
L34	SILVER WIND	BUG	BEAUTY	♥	
L38	GIGA DRAIN	GRS	SMART	♥♥	♥

TM MOVES

TM	ATTACK	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
19	GIGA DRAIN	GRS
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

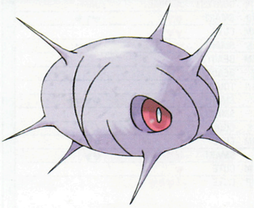
HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ENDURE (BP)	NRM
SWIFT (BP)	NRM

#17 CASCOON



TYPE: BUG
ABILITY: SHED SKIN
EGG: BUG
HEIGHT / WEIGHT: 2'4" / 25 lbs.

Stat	Rating	Stat	Rating
HP	■■□□	DEFENSE	■■□□
SPEED	■□□□	SA	■□□□
ATTACK	■□□□	SD	■□□□

UNUSUAL EVOLUTION

Wurmple will evolve into either Silcoon or Cascoon when it reaches Level 7. Which evolution it makes is determined by the time of day, though the timing is so complex that it seems random.

EVOLUTION FAMILY

EVOLVES AT LEVEL 7 — CASCOON — EVOLVES AT LEVEL 10 — DUSTOX

EVOLVES AT LEVEL 7 — SILCOON — EVOLVES AT LEVEL 10 — BEAUTIFLY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	HARDEN	NRM	TOUGH	♥♥	
L7	HARDEN	NRM	TOUGH	♥♥	

TM MOVES

TM	ATTACK	TYPE

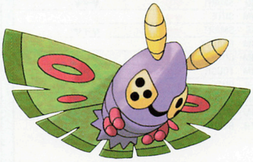
HM MOVES

HM	ATTACK	TYPE

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE

#18 DUSTOX



TYPE: BUG-POISON
ABILITY: SHIELD DUST
EGG: BUG
HEIGHT / WEIGHT: 3'11" / 70 lbs.

Stat	Rating	Stat	Rating
HP	■■□□	DEFENSE	■■□□
SPEED	■■□□	SA	■□□□
ATTACK	■□□□	SD	■■■□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	CONFUSION	PSY	SMART	♥♥	♥♥♥
L10	CONFUSION	PSY	SMART	♥♥	♥♥♥
L13	GUST	FLY	SMART	♥♥♥	
L17	PROTECT	NRM	CUTE	♥	
L20	MOONLIGHT	NRM	BEAUTY	♥	
L24	PSYBEAM	PSY	BEAUTY	♥♥♥	
L27	WHIRLWIND	NRM	SMART	♥♥♥	
L31	LIGHT SCREEN	PSY	BEAUTY	♥	
L34	SILVER WIND	BUG	BEAUTY	♥	
L38	TOXIC	PSN	SMART	♥♥♥	

EVOLUTION FAMILY

EVOLVES AT LEVEL 7 — CASCOON — EVOLVES AT LEVEL 10 — DUSTOX

EVOLVES AT LEVEL 7 — SILCOON — EVOLVES AT LEVEL 10 — BEAUTIFLY

TM MOVES

TM	ATTACK	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

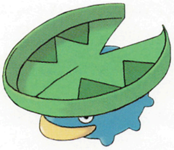
HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ENDURE (BP)	NRM
SWIFT (BP)	NRM

#19 LOTAD



TYPE: WATER-GRASS
ABILITY: SWIFT SWIM / RAIN DISH
EGG: WATER 1 / GRASS
HEIGHT / WEIGHT: 1'8" / 6 lbs.

HP	■□□□	DEFENSE	■□□□
SPEED	■□□□	SA	■□□□
ATTACK	■□□□	SD	■□□□

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	ASTONISH	GHO	SMART	♥♥	♥♥♥
L3	GROWL	NRM	CUTE	♥♥	
L7	ABSORB	GRS	SMART	♥♥	♥♥♥
L13	NATURE POWER	NRM	BEAUTY	♥	
L21	MIST	ICE	BEAUTY	♥	
L31	RAIN DANCE	WTR	TOUGH	♥	
L43	MEGA DRAIN	GRS	SMART	♥	♥♥♥♥
EG	SYNTHESIS	GRS	SMART	♥	
EG	RAZOR LEAF	GRS	COOL	♥♥♥	
EG	SWEET SCENT	NRM	CUTE	♥	♥♥♥
EG	LEECH SEED	GRS	SMART	♥♥	♥♥
EG	FLAIL	NRM	CUTE	♥	
EG	WATER GUN	WTR	CUTE	♥♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	21	FRUSTRATION	NRM			
06	TOXIC	PSN	22	SOLARBEAM	GRS			
07	HAIL	ICE	27	RETURN	NRM			
09	BULLET SEED	GRS	32	DOUBLE TEAM	NRM			
10	HIDDEN POWER	NRM	42	FACADE	NRM			
11	SUNNY DAY	FIRE	43	SECRET POWER	NRM			
13	ICE BEAM	ICE	44	REST	PSY			
14	BLIZZARD	ICE	45	ATTRACT	NRM			
17	PROTECT	NRM	46	THIEF	DRK			
18	RAIN DANCE	WTR						
19	GIGA DRAIN	GRS						

HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
SWORDS DANCE (BP)	NRM				
BODY SLAM (BP)	NRM				

#19 LOTAD

#20 LOMBRE

TYPE: WATER-GRASS
ABILITY: SWIFT SWIM / RAIN DISH
EGG: WATER 1 / GRASS
HEIGHT / WEIGHT: 3'11" / 72 lbs.

HP	■■□□	DEFENSE	■□□□
SPEED	■□□□	SA	■■□□
ATTACK	■□□□	SD	■■□□

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	ASTONISH	GHO	SMART	♥♥	♥♥♥
L3	GROWL	NRM	CUTE	♥♥	
L7	ABSORB	GRS	SMART	♥♥	♥♥♥
L13	NATURE POWER	NRM	BEAUTY	♥	
L19	FAKE OUT	NRM	CUTE	♥♥	♥
L25	FURY SWIPES	NRM	TOUGH	♥♥	♥
L31	WATER SPORT	WTR	CUTE	♥♥♥♥	
L37	THIEF	DRK	TOUGH	♥	
L43	UPROAR	NRM	CUTE	♥♥♥	
L49	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	21	FRUSTRATION	NRM			
06	TOXIC	PSN	22	SOLARBEAM	GRS			
07	HAIL	ICE	27	RETURN	NRM			
09	BULLET SEED	GRS	31	BRICK BREAK	FTG			
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
11	SUNNY DAY	FIRE	42	FACADE	NRM			
13	ICE BEAM	ICE	43	SECRET POWER	NRM			
14	BLIZZARD	ICE	44	REST	PSY			
17	PROTECT	NRM	45	ATTRACT	NRM			
18	RAIN DANCE	WTR	46	THIEF	DRK			
19	GIGA DRAIN	GRS						

HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	FTG
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	MUD-SLAP (BP)	GRD		
DOUBLE-EDGE	NRM	BODY SLAM (BP)	NRM		
SLEEP TALK	NRM	FIRE PUNCH (BP)	FIRE		
DYNAMICPUNCH	FTG	ICE PUNCH (BP)	ICE		
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
THUNDERPUNCH (BP)	ELC				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
SWORDS DANCE (BP)	NRM				

#20 LOMBRE

#21 LUDICOLO

TYPE: WATER-GRASS
ABILITY: SWIFT SWIM / RAIN DISH
EGG: WATER 1 / GRASS
HEIGHT / WEIGHT: 4'11" / 121 lbs.

HP	■■□□	DEFENSE	■■□□
SPEED	■■□□	SA	■■■□
ATTACK	■■□□	SD	■■■□

EVOLUTION FAMILY

EVOLVES AT LEVEL 14

LOMBRE

EVOLVES WITH WATER STONE

LUDICOLO

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	ASTONISH	GHO	SMART	♥♥	♥♥♥
L1	GROWL	NRM	CUTE	♥♥	
L1	ABSORB	GRS	SMART	♥♥	♥♥♥
L1	NATURE POWER	NRM	BEAUTY	♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	18	RAIN DANCE	WTR	46	THIEF	DRK
03	WATER PULSE	WTR	19	GIGA DRAIN	GRS			
06	TOXIC	PSN	21	FRUSTRATION	NRM			
07	HAIL	ICE	22	SOLARBEAM	GRS			
09	BULLET SEED	GRS	27	RETURN	NRM			
10	HIDDEN POWER	NRM	31	BRICK BREAK	FTG			
11	SUNNY DAY	FIRE	32	DOUBLE TEAM	NRM			
13	ICE BEAM	ICE	42	FACADE	NRM			
14	BLIZZARD	ICE	43	SECRET POWER	NRM			
15	HYPER BEAM	NRM	44	REST	PSY			
17	PROTECT	NRM	45	ATTRACT	NRM			

HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	FTG
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ENDURE (BP)	NRM		
DOUBLE EDGE	NRM	SEISMIC TOSS (BP)	FTG		
SLEEP TALK	NRM	SWORDS DANCE (BP)	NRM		
DYNAMICPUNCH	FTG	MUD-SLAP (BP)	GRD		
SUBSTITUTE	NRM	BODY SLAM (BP)	NRM		
MIMIC	NRM	FIRE PUNCH (BP)	FIRE		
METRONOME	NRM	MEGA KICK (BP)	NRM		
SNORE (BP)	NRM	MEGA PUNCH (BP)	NRM		
COUNTER (BP)	FTG	ICE PUNCH (BP)	ICE		
THUNDERPUNCH (BP)	ELC				
ICY WIND (BP)	ICE				

#22 SEEDOT

TYPE: GRASS
ABILITY: CHLOROPHYLL / EARLY BIRD
EGG: FIELD / GRASS
HEIGHT / WEIGHT: 1'8" / 9 lbs.

HP	■□□□	DEFENSE	■□□□
SPEED	■□□□	SA	■□□□
ATTACK	■□□□	SD	■□□□

EVOLUTION FAMILY

EVOLVES AT LEVEL 14

NUZLEAF

EVOLVES WITH LEAF STONE

SHIFTRY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	BIDE	NRM	TOUGH	♥	
L3	HARDEN	NRM	TOUGH	♥♥	
L7	GROWTH	NRM	BEAUTY	♥	
L13	NATURE POWER	NRM	BEAUTY	♥	
L21	SYNTHESIS	GRS	SMART	♥	
L31	SUNNY DAY	FIRE	BEAUTY	♥	
L43	EXPLOSION	NRM	BEAUTY	♥♥♥♥♥♥♥♥	
EG	LEECH SEED	GRS	SMART	♥♥	♥♥
EG	AMNESIA	PSY	CUTE	♥	
EG	QUICK ATTACK	NRM	COOL	♥♥♥	
EG	RAZOR WIND	NRM	COOL	♥♥♥	
EG	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
EG	FALSE SWIPE	NRM	COOL	♥	♥♥♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	32	DOUBLE TEAM	NRM			
09	BULLET SEED	GRS	42	FACADE	NRM			
10	HIDDEN POWER	NRM	43	SECRET POWER	NRM			
11	SUNNY DAY	FIRE	44	REST	PSY			
17	PROTECT	NRM	45	ATTRACT	NRM			
19	GIGA DRAIN	GRS						
21	FRUSTRATION	NRM						
22	SOLARBEAM	GRS						
27	RETURN	NRM						
28	DIG	GRD						
30	SHADOW BALL	GHO						

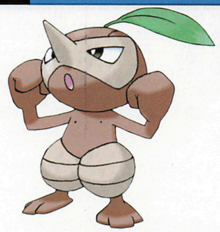
HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	DEFENSE CURL (BP)	NRM		
ROLLOUT	RCK				
DOUBLE EDGE	NRM				
EXPLOSION	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ENDURE (BP)	NRM				
SWORDS DANCE (BP)	NRM				
BODY SLAM (BP)	NRM				

#23 NUZLEAF



TYPE: GRASS-DARK
ABILITY: CHLOROPHYLL / EARLY BIRD
EGG: FIELD / GRASS
HEIGHT / WEIGHT: 3'3" / 62 lbs.

HP · DEFENSE · SPEED · SA · ATTACK · SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	POUND	NRM	TOUGH	♥♥♥♥	
L3	HARDEN	NRM	TOUGH	♥♥	
L7	GROWTH	NRM	BEAUTY	♥	
L13	NATURE POWER	NRM	BEAUTY	♥	
L19	FAKE OUT	NRM	CUTE	♥♥	♥
L25	TORMENT	DRK	TOUGH	♥♥	
L31	FAINT ATTACK	DRK	SMART	♥♥	
L37	RAZOR WIND	NRM	COOL	♥♥♥	
L43	SWAGGER	NRM	CUTE	♥♥	
L49	EXTRASENSORY	PSY	COOL	♥	♥♥♥♥

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	30	SHADOW BALL	GHO			
09	BULLET SEED	GRS	31	BRICK BREAK	FTG			
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
11	SUNNY DAY	FIRE	39	ROCK TOMB	RCK			
15	HYPER BEAM	NRM	41	TORMENT	DRK			
17	PROTECT	NRM	42	FACADE	NRM			
19	GIGA DRAIN	GRS	43	SECRET POWER	NRM			
21	FRUSTRATION	NRM	44	REST	PSY			
22	SOLARBEAM	GRS	45	ATTRACT	NRM			
27	RETURN	NRM	46	THIEF	DRK			
28	DIG	GRD						

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	SWIFT (BP)	NRM		
ROLLOUT	RCK	SWORDS DANCE (BP)	NRM		
DOUBLE-EDGE	NRM	MUD-SLAP (BP)	GRD		
EXPLOSION	NRM	BODY SLAM (BP)	NRM		
SLEEP TALK	NRM	DEFENSE CURL (BP)	NRM		
SUBSTITUTE	NRM	MEGA KICK (BP)	NRM		
MIMIC	NRM				
FURY CUTTER	BUG				
SNORE (BP)	NRM				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				

#24 SHIFTRY

TYPE: GRASS-DARK
ABILITY: CHLOROPHYLL / EARLY BIRD
EGG: FIELD / GRASS
HEIGHT / WEIGHT: 4'3" / 131 lbs.

HP · DEFENSE · SPEED · SA · ATTACK · SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	POUND	NRM	TOUGH	♥♥♥♥	
L1	HARDEN	NRM	TOUGH	♥♥	
L1	GROWTH	NRM	BEAUTY	♥	
L1	NATURE POWER	NRM	BEAUTY	♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	30	SHADOW BALL	GHO			
09	BULLET SEED	GRS	31	BRICK BREAK	FTG			
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
11	SUNNY DAY	FIRE	39	ROCK TOMB	RCK			
15	HYPER BEAM	NRM	40	AERIAL ACE	FLY			
17	PROTECT	NRM	41	TORMENT	DRK			
19	GIGA DRAIN	GRS	42	FACADE	NRM			
21	FRUSTRATION	NRM	43	SECRET POWER	NRM			
22	SOLARBEAM	GRS	44	REST	PSY			
27	RETURN	NRM	45	ATTRACT	NRM			
28	DIG	GRD	46	THIEF	DRK			

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	SWIFT (BP)	NRM		
ROLLOUT	RCK	SWORDS DANCE (BP)	NRM		
DOUBLE-EDGE	NRM	MUD-SLAP (BP)	GRD		
EXPLOSION	NRM	BODY SLAM (BP)	NRM		
SLEEP TALK	NRM	DEFENSE CURL (BP)	NRM		
SUBSTITUTE	NRM	MEGA KICK (BP)	NRM		
MIMIC	NRM				
FURY CUTTER	BUG				
SNORE (BP)	NRM				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				

#25 TAILLOW

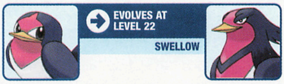
TYPE: NORMAL-FLYING
ABILITY: GUTS
EGG: FLYING
HEIGHT / WEIGHT: 1'0" / 5 lbs.

Stat		Stat	
HP	■□□□	DEFENSE	■□□□
SPEED	■■■□	SA	■□□□
ATTACK	■■□□	SD	■□□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	PECK	FLY	COOL	♥♥♥♥	
L1	GROWL	NRM	CUTE	♥♥	
L4	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
L8	QUICK ATTACK	NRM	COOL	♥♥♥	
L13	WING ATTACK	FLY	COOL	♥♥	
L19	DOUBLE TEAM	NRM	COOL	♥♥	
L26	ENDEAVOR	NRM	TOUGH	♥♥	
L34	AERIAL ACE	FLY	COOL	♥♥	
L43	AGILITY	PSY	COOL	♥♥♥	
EG	PURSUIT	DRK	SMART	♥♥	♥
EG	SUPERSONIC	NRM	SMART	♥♥♥	
EG	REFRESH	NRM	CUTE	♥	
EG	MIRROR MOVE	NRM	SMART	♥	
EG	RAGE	NRM	COOL	♥♥♥	
EG	SKY ATTACK	FLY	COOL	♥♥♥	

EVOLUTION FAMILY



TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	44	REST	PSY
10	HIDDEN POWER	NRM	45	ATTRACT	NRM
11	SUNNY DAY	FIRE	46	THIEF	DRK
17	PROTECT	NRM	47	STEEL WING	STL
18	RAIN DANCE	WTR			
21	FRUSTRATION	NRM			
27	RETURN	NRM			
32	DOUBLE TEAM	NRM			
40	AERIAL ACE	FLY			
42	FACADE	NRM			
43	SECRET POWER	NRM			

HM MOVES

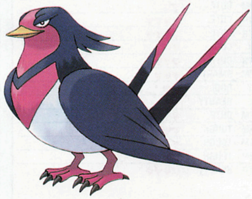
HM	ATTACK	TYPE
02	FLY	FLY

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
COUNTER (BP)	FTG
ENDURE (BP)	NRM
SWIFT (BP)	NRM
MUD-SLAP (BP)	GRD

#25 TAILLOW

#26 SWELLOW



TYPE: NORMAL-FLYING
ABILITY: GUTS
EGG: FLYING
HEIGHT / WEIGHT: 2'4" / 44 lbs.

Stat		Stat	
HP	■■□□	DEFENSE	■■□□
SPEED	■■■■	SA	■□□□
ATTACK	■■■□	SD	■□□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	PECK	FLY	COOL	♥♥♥♥	
L1	GROWL	NRM	CUTE	♥♥	
L1	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
L1	QUICK ATTACK	NRM	COOL	♥♥♥	
L4	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
L8	QUICK ATTACK	NRM	COOL	♥♥	
L13	WING ATTACK	FLY	COOL	♥	
L19	DOUBLE TEAM	NRM	COOL	♥♥	
L28	ENDEAVOR	NRM	TOUGH	♥♥	
L38	AERIAL ACE	FLY	COOL	♥♥	
L49	AGILITY	PSY	COOL	♥♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	43	SECRET POWER	NRM
10	HIDDEN POWER	NRM	44	REST	PSY
11	SUNNY DAY	FIRE	45	ATTRACT	NRM
15	HYPER BEAM	NRM	46	THIEF	DRK
17	PROTECT	NRM	47	STEEL WING	STL
18	RAIN DANCE	WTR			
21	FRUSTRATION	NRM			
27	RETURN	NRM			
32	DOUBLE TEAM	NRM			
40	AERIAL ACE	FLY			
42	FACADE	NRM			

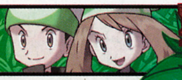
HM MOVES

HM	ATTACK	TYPE
02	FLY	FLY

LEARNED MOVES AND BP LEARNED MOVES

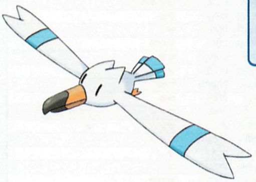
ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
COUNTER (BP)	FTG
ENDURE (BP)	NRM
SWIFT (BP)	NRM
MUD-SLAP (BP)	GRD

#26 SWELLOW



#27 WINGULL

TYPE: WATER-FLYING
ABILITY: KEEN EYE
EGG: WATER 1 / FLYING
HEIGHT / WEIGHT: 2'0" / 21 lbs.



HP	■□□□	DEFENSE	■□□□
SPEED	■■■□	SA	■■□□
ATTACK	■□□□	SD	■□□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	GROWL	NRM	CUTE	♥♥	
L1	WATER GUN	WTR	CUTE	♥♥♥♥	
L7	SUPERSONIC	NRM	SMART	♥♥♥	
L13	WING ATTACK	FLY	COOL	♥♥	
L21	MIST	ICE	BEAUTY	♥	
L31	QUICK ATTACK	NRM	COOL	♥♥♥	
L43	PURSUIT	DRK	SMART	♥♥	♥
L55	AGILITY	PSY	COOL	♥♥♥	
EG	MIST	ICE	BEAUTY	♥	
EG	TWISTER	DRG	COOL	♥♥♥	
EG	AGILITY	PSY	COOL	♥♥♥	
EG	GUST	FLY	SMART	♥♥♥	
EG	WATER SPORT	WTR	CUTE	♥♥♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	34	SHOCK WAVE	ELC			
06	TOXIC	PSN	40	AERIAL ACE	FLY			
07	HAIL	ICE	42	FACADE	NRM			
10	HIDDEN POWER	NRM	43	SECRET POWER	NRM			
13	ICE BEAM	ICE	44	REST	PSY			
14	BLIZZARD	ICE	45	ATTRACT	NRM			
17	PROTECT	NRM	46	THIEF	DRK			
18	RAIN DANCE	WTR	47	STEEL WING	STL			
21	FRUSTRATION	NRM						
27	RETURN	NRM						
32	DOUBLE TEAM	NRM						

HM MOVES

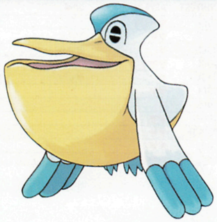
HM	ATTACK	TYPE
02	FLY	FLY

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
SWIFT (BP)	NRM				
MUD-SLAP (BP)	GRD				

#28 PELIPPER

TYPE: WATER-FLYING
ABILITY: KEEN EYE
EGG: WATER 1 / FLYING
HEIGHT / WEIGHT: 3'11" / 62 lbs.



HP	■■□□	DEFENSE	■■■□
SPEED	■■□□	SA	■■■□
ATTACK	■□□□	SD	■■□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	GROWL	NRM	CUTE	♥♥	
L1	WATER GUN	WTR	CUTE	♥♥♥♥	
L1	WATER SPORT	WTR	CUTE	♥♥♥♥	
L1	WING ATTACK	FLY	COOL	♥♥	
L3	WATER GUN	WTR	CUTE	♥♥♥♥	
L7	SUPERSONIC	NRM	SMART	♥♥♥	
L13	WING ATTACK	FLY	COOL	♥♥	
L21	MIST	ICE	BEAUTY	♥	
L25	PROTECT	NRM	CUTE	♥	
L33	STOCKPILE	NRM	TOUGH	♥♥	
L33	SWALLOW	NRM	TOUGH	♥	
L47	SPIT UP	NRM	TOUGH	♥♥♥♥	
L61	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	32	DOUBLE TEAM	NRM			
06	TOXIC	PSN	34	SHOCK WAVE	ELC			
07	HAIL	ICE	40	AERIAL ACE	FLY			
10	HIDDEN POWER	NRM	42	FACADE	NRM			
13	ICE BEAM	ICE	43	SECRET POWER	NRM			
14	BLIZZARD	ICE	44	REST	PSY			
15	HYPER BEAM	NRM	45	ATTRACT	NRM			
17	PROTECT	NRM	46	THIEF	DRK			
18	RAIN DANCE	WTR	47	STEEL WING	STL			
21	FRUSTRATION	NRM						
27	RETURN	NRM						

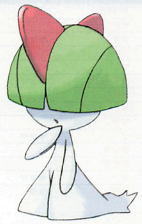
HM MOVES

HM	ATTACK	TYPE
02	FLY	FLY
03	SURF	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
SWIFT (BP)	NRM				
MUD-SLAP (BP)	GRD				

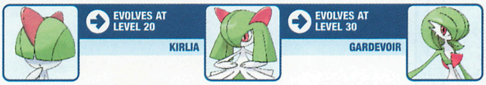
#29 RALTS



TYPE: PSYCHIC
ABILITY: SYNCHRONIZE / TRACE
EGG: AMORPHOUS
HEIGHT / WEIGHT: 1'4" / 15 lbs.

HP	■□□□	DEFENSE	■□□□
SPEED	■□□□	SA	■□□□
ATTACK	■□□□	SD	■□□□

EVOLUTION FAMILY



LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	GROWL	NRM	CUTE	♥♥	
L6	CONFUSION	PSY	SMART	♥♥	♥♥♥
L11	DOUBLE TEAM	NRM	COOL	♥♥	
L16	TELEPORT	PSY	COOL	♥	
L21	CALM MIND	PSY	SMART	♥♥	
L26	PSYCHIC	PSY	SMART	♥	♥♥♥
L31	IMPRISON	PSY	SMART	♥♥♥	
L36	FUTURE SIGHT	PSY	SMART	♥♥♥	
L41	HYPNOSIS	PSY	SMART	♥	♥♥♥
L46	DREAM EATER	PSY	SMART	♥♥	♥♥
EG	DISABLE	NRM	SMART	♥♥	
EG	WILL-O-WISP	FIRE	BEAUTY	♥	♥♥♥♥
EG	MEAN LOOK	NRM	BEAUTY	♥♥	
EG	MEMENTO	DRK	TOUGH	♥♥♥♥♥♥♥♥	
EG	DESTINY BOND	GHO	SMART	♥♥♥♥♥♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
04	CALM MIND	PSY	27	RETURN	NRM	46	THIEF	DRK
06	TOXIC	PSN	29	PSYCHIC	PSY	48	SKILL SWAP	PSY
10	HIDDEN POWER	NRM	30	SHADOW BALL	GHO	49	SNATCH	DRK
11	SUNNY DAY	FIRE	32	DOUBLE TEAM	NRM			
12	TAUNT	DRK	33	REFLECT	PSY			
16	LIGHT SCREEN	PSY	34	SHOCK WAVE	ELC			
17	PROTECT	NRM	41	TORMENT	DRK			
18	RAIN DANCE	WTR	42	FACADE	NRM			
20	SAFEGUARD	NRM	43	SECRET POWER	NRM			
21	FRUSTRATION	NRM	44	REST	PSY			
24	THUNDERBOLT	ELC	45	ATTRACT	NRM			

HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

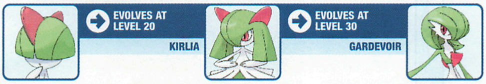
ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	MUD-SLAP (BP)	GRD		
DOUBLE-EDGE	NRM	BODY SLAM (BP)	NRM		
SLEEP TALK	NRM	FIRE PUNCH (BP)	FIRE		
SUBSTITUTE	NRM	DEFENSE CURL (BP)	NRM		
MIMIC	NRM	DREAM EATER (BP)	PSY		
SNORE (BP)	NRM	ICE PUNCH (BP)	ICE		
THUNDERPUNCH (BP)	ELC				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
THUNDER WAVE (BP)	ELC				

#30 KIRLIA

TYPE: PSYCHIC
ABILITY: SYNCHRONIZE / TRACE
EGG: AMORPHOUS
HEIGHT / WEIGHT: 2'7" / 45 lbs.

HP	■□□□	DEFENSE	■□□□
SPEED	■□□□	SA	■■□□
ATTACK	■□□□	SD	■■□□

EVOLUTION FAMILY



LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	GROWL	NRM	CUTE	♥♥	
L1	CONFUSION	PSY	SMART	♥♥	♥♥♥
L1	DOUBLE TEAM	NRM	COOL	♥♥	
L1	TELEPORT	PSY	COOL	♥	
L6	CONFUSION	PSY	SMART	♥♥	♥♥♥
L11	DOUBLE TEAM	NRM	COOL	♥♥	
L16	TELEPORT	PSY	COOL	♥	
L21	CALM MIND	PSY	SMART	♥♥	
L26	PSYCHIC	PSY	SMART	♥	♥♥♥
L33	IMPRISON	PSY	SMART	♥♥♥	
L40	FUTURE SIGHT	PSY	SMART	♥♥♥	
L47	HYPNOSIS	PSY	SMART	♥	♥♥♥
L54	DREAM EATER	PSY	SMART	♥♥	♥♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
04	CALM MIND	PSY	27	RETURN	NRM	46	THIEF	DRK
06	TOXIC	PSN	29	PSYCHIC	PSY	48	SKILL SWAP	PSY
10	HIDDEN POWER	NRM	30	SHADOW BALL	GHO	49	SNATCH	DRK
11	SUNNY DAY	FIRE	32	DOUBLE TEAM	NRM			
12	TAUNT	DRK	33	REFLECT	PSY			
16	LIGHT SCREEN	PSY	34	SHOCK WAVE	ELC			
17	PROTECT	NRM	41	TORMENT	DRK			
18	RAIN DANCE	WTR	42	FACADE	NRM			
20	SAFEGUARD	NRM	43	SECRET POWER	NRM			
21	FRUSTRATION	NRM	44	REST	PSY			
24	THUNDERBOLT	ELC	45	ATTRACT	NRM			

HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	MUD-SLAP (BP)	GRD		
DOUBLE-EDGE	NRM	BODY SLAM (BP)	NRM		
SLEEP TALK	NRM	FIRE PUNCH (BP)	FIRE		
SUBSTITUTE	NRM	DEFENSE CURL (BP)	NRM		
MIMIC	NRM	DREAM EATER (BP)	PSY		
SNORE (BP)	NRM	ICE PUNCH (BP)	ICE		
THUNDERPUNCH (BP)	ELC				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
THUNDER WAVE (BP)	ELC				

#31 GARDEVOIR

TYPE: PSYCHIC
ABILITY: SYNCHRONIZE / TRACE
EGG: AMORPHOUS
HEIGHT / WEIGHT: 5'3" / 107 lbs.

HP	■■□□	DEFENSE	■■□□
SPEED	■■□□	SA	■■■■
ATTACK	■■□□	SD	■■■■

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	GROWL	NRM	CUTE	♥♥	
L1	CONFUSION	PSY	SMART	♥♥	♥♥♥
L1	DOUBLE TEAM	NRM	COOL	♥♥	
L1	TELEPORT	PSY	COOL	♥	
L6	CONFUSION	PSY	SMART	♥♥	♥♥♥
L11	DOUBLE TEAM	NRM	COOL	♥♥	
L16	TELEPORT	PSY	COOL	♥	
L21	CALM MIND	PSY	SMART	♥♥	
L26	PSYCHIC	PSY	SMART	♥	♥♥♥
L33	IMPRISON	PSY	SMART	♥♥♥	
L42	FUTURE SIGHT	PSY	SMART	♥♥♥	
L51	HYPNOSIS	PSY	SMART	♥	♥♥♥
L60	DREAM EATER	PSY	SMART	♥♥	♥♥

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
04	CALM MIND	PSY	24	THUNDERBOLT	ELC	45	ATTRACT	NRM
06	TOXIC	PSN	27	RETURN	NRM	46	THIEF	DRK
10	HIDDEN POWER	NRM	29	PSYCHIC	PSY	48	SKILL SWAP	PSY
11	SUNNY DAY	FIRE	30	SHADOW BALL	GHO	49	SNATCH	DRK
12	TAUNT	DRK	32	DOUBLE TEAM	NRM			
15	HYPER BEAM	NRM	33	REFLECT	PSY			
16	LIGHT SCREEN	PSY	34	SHOCK WAVE	ELC			
17	PROTECT	NRM	41	TORMENT	DRK			
18	RAIN DANCE	WTR	42	FACADE	NRM			
20	SAFEGUARD	NRM	43	SECRET POWER	NRM			
21	FRUSTRATION	NRM	44	REST	PSY			

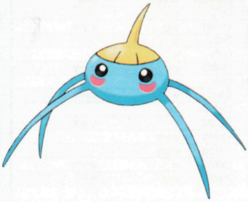
HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	MUD-SLAP (BP)	GRD		
DOUBLE-EDGE	NRM	BODY SLAM (BP)	NRM		
SLEEP TALK	NRM	FIRE PUNCH (BP)	FIRE		
SUBSTITUTE	NRM	DEFENSE CURL (BP)	NRM		
MIMIC	NRM	DREAM EATER (BP)	PSY		
SNORE (BP)	NRM	ICE PUNCH (BP)	ICE		
THUNDERPUNCH (BP)	ELC				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
THUNDER WAVE (BP)	ELC				

#32 SURSKIT



TYPE: BUG-WATER
ABILITY: SWIFT SWIM
EGG: WATER 1 / BUG
HEIGHT / WEIGHT: 1'8" / 4 lbs.

HP	■□□□	DEFENSE	■□□□
SPEED	■■□□	SA	■□□□
ATTACK	■□□□	SD	■□□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	BUBBLE	WTR	CUTE	♥♥	♥♥
L7	QUICK ATTACK	NRM	COOL	♥♥♥	
L13	SWEET SCENT	NRM	CUTE	♥	♥♥♥
L19	WATER SPORT	WTR	CUTE	♥♥♥♥	
L25	BUBBLEBEAM	WTR	BEAUTY	♥	♥♥♥
L31	AGILITY	PSY	COOL	♥♥♥	
L37	MIST	ICE	BEAUTY	♥	
L37	HAZE	ICE	BEAUTY	♥♥♥	
EG	FORESIGHT	NRM	SMART	♥♥♥	
EG	MUD SHOT	GRD	TOUGH	♥	♥♥♥
EG	PSYBEAM	PSY	BEAUTY	♥♥♥	
EG	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	
EG	MIND READER	NRM	SMART	♥♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	27	RETURN	NRM			
06	TOXIC	PSN	30	SHADOW BALL	GHO			
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
11	SUNNY DAY	FIRE	42	FACADE	NRM			
13	ICE BEAM	ICE	43	SECRET POWER	NRM			
14	BLIZZARD	ICE	44	REST	PSY			
17	PROTECT	NRM	45	ATTRACT	NRM			
18	RAIN DANCE	WTR	46	THIEF	DRK			
19	GIGA DRAIN	GRS						
21	FRUSTRATION	NRM						
22	SOLARBEAM	GRS						

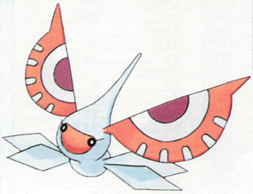
HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
SWIFT (BP)	NRM				

#33 MASQUERAIN



TYPE: BUG-FLYING
ABILITY: INTIMIDATE
EGG: WATER 1 / BUG
HEIGHT / WEIGHT: 2'7" / 8 lbs.

HP DEFENSE SPEED SA ATTACK SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	BUBBLE	WTR	CUTE	♥♥	♥♥
L1	QUICK ATTACK	NRM	COOL	♥♥♥	
L1	SWEET SCENT	NRM	CUTE	♥	♥♥♥
L1	WATER SPORT	WTR	CUTE	♥♥♥♥	
L7	QUICK ATTACK	NRM	COOL	♥♥♥	
L13	SWEET SCENT	NRM	CUTE	♥	♥♥♥
L19	WATER SPORT	WTR	CUTE	♥♥♥♥	
L26	GUST	FLY	SMART	♥♥♥	
L33	SCARY FACE	NRM	TOUGH	♥♥	♥
L40	STUN SPORE	GRS	SMART	♥♥	♥
L47	SILVER WIND	BUG	BEAUTY	♥	
L53	WHIRLWIND	NRM	SMART	♥♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	22	SOLARBEAM	GRS
06	TOXIC	PSN	27	RETURN	NRM
10	HIDDEN POWER	NRM	30	SHADOW BALL	GHO
11	SUNNY DAY	FIRE	32	DOUBLE TEAM	NRM
13	ICE BEAM	ICE	40	AERIAL ACE	FLY
14	BLIZZARD	ICE	42	FACADE	NRM
15	HYPER BEAM	NRM	43	SECRET POWER	NRM
17	PROTECT	NRM	44	REST	PSY
18	RAIN DANCE	WTR	45	ATTRACT	NRM
19	GIGA DRAIN	GRS	46	THIEF	DRK
21	FRUSTRATION	NRM			

HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ICY WIND (BP)	ICE
ENDURE (BP)	NRM
PSYCH UP (BP)	NRM
SWIFT (BP)	NRM

#34 SHROOMISH

TYPE: GRASS
ABILITY: EFFECT SPORE
EGG: FAIRY / GRASS
HEIGHT / WEIGHT: 1'4" / 10 lbs.

HP DEFENSE SPEED SA ATTACK SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	ABSORB	GRS	SMART	♥♥	♥♥♥
L4	TACKLE	NRM	TOUGH	♥♥♥♥	
L7	STUN SPORE	GRS	SMART	♥♥	♥
L10	LEECH SEED	GRS	SMART	♥♥	♥♥
L16	MEGA DRAIN	GRS	SMART	♥	♥♥♥♥
L22	HEADBUTT	NRM	TOUGH	♥♥	♥♥♥
L28	POISONPOWDER	PSN	SMART	♥♥♥	
L36	GROWTH	NRM	BEAUTY	♥	
L45	GIGA DRAIN	GRS	SMART	♥♥	♥
L54	SPORE	GRS	BEAUTY	♥	♥♥♥
EG	FAKE TEARS	DRK	SMART	♥♥	
EG	SWAGGER	NRM	CUTE	♥♥	
EG	CHARM	NRM	CUTE	♥♥	♥
EG	FALSE SWIPE	NRM	COOL	♥	♥♥♥
EG	HELPING HAND	NRM	SMART	♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	36	SLUDGE BOMB	PSN
09	BULLET SEED	GRS	42	FACADE	NRM
10	HIDDEN POWER	NRM	43	SECRET POWER	NRM
11	SUNNY DAY	FIRE	44	REST	PSY
17	PROTECT	NRM	45	ATTRACT	NRM
19	GIGA DRAIN	GRS	49	SNATCH	DRK
20	SAFEGUARD	NRM			
21	FRUSTRATION	NRM			
22	SOLARBEAM	GRS			
27	RETURN	NRM			
32	DOUBLE TEAM	NRM			

HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ENDURE (BP)	NRM
SWORD DANCE (BP)	NRM
BODY SLAM (BP)	NRM

#35 BRELOOM

TYPE: GRASS-FIGHTING
ABILITY: EFFECT SPORE
EGG: FAIRY / GRASS
HEIGHT / WEIGHT: 3'11" / 86 lbs.

HP · DEFENSE · SPEED · SA · ATTACK · SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	ABSORB	GRS	SMART	♥♥	♥♥♥
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	STUN SPORE	GRS	SMART	♥♥	♥
L1	LEECH SEED	GRS	SMART	♥♥	♥♥
L4	TACKLE	NRM	TOUGH	♥♥♥♥	
L7	STUN SPORE	GRS	SMART	♥♥	♥
L10	LEECH SEED	GRS	SMART	♥♥	♥♥
L16	MEGA DRAIN	GRS	SMART	♥	♥♥♥♥
L22	HEADBUTT	NRM	TOUGH	♥♥	♥♥♥
L23	MACH PUNCH	FTG	COOL	♥♥♥	
L28	COUNTER	FTG	TOUGH	♥♥	
L36	SKY UPPERCUT	FTG	COOL	♥♥	♥
L45	MIND READER	NRM	SMART	♥♥♥	
L54	DYNAMICPUNCH	FTG	COOL	♥♥	♥

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	22	SOLARBEAM	GRS			
06	TOXIC	PSN	23	IRON TAIL	STL			
08	BULK UP	FTG	27	RETURN	NRM			
09	BULLET SEED	GRS	31	BRICK BREAK	FTG			
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
11	SUNNY DAY	FIRE	36	SLUDGE BOMB	PSN			
15	HYPER BEAM	NRM	42	FACADE	NRM			
17	PROTECT	NRM	43	SECRET POWER	NRM			
19	GIGA DRAIN	GRS	44	REST	PSY			
20	SAFEGUARD	NRM	45	ATTRACT	NRM			
21	FRUSTRATION	NRM	49	SNATCH	DRK			

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	SEISMIC TOSS (BP)	FTG		
DOUBLE-EDGE	NRM	SWORDS DANCE (BP)	NRM		
SLEEP TALK	NRM	MUD-SLAP (BP)	GRD		
DYNAMICPUNCH	FTG	BODY SLAM (BP)	NRM		
SUBSTITUTE	NRM	MEGA KICK (BP)	NRM		
MIMIC	NRM	MEGA PUNCH (BP)	NRM		
FURY CUTTER	BUG				
SNORE (BP)	NRM				
COUNTER (BP)	FTG				
THUNDERPUNCH (BP)	ELC				
ENDURE (BP)	NRM				

#36 SLAKOTH

TYPE: NORMAL
ABILITY: TRUANT
EGG: FIELD
HEIGHT / WEIGHT: 2'7" / 53 lbs.

HP · DEFENSE · SPEED · SA · ATTACK · SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	SCRATCH	NRM	TOUGH	♥♥♥♥	
L1	YAWN	NRM	CUTE	♥♥	
L7	ENCORE	NRM	CUTE	♥♥	
L13	SLACK OFF	NRM	CUTE	♥	
L19	FAINT ATTACK	DRK	SMART	♥♥	
L25	AMNESIA	PSY	CUTE	♥	
L31	COVET	NRM	CUTE	♥	
L37	COUNTER	FTG	TOUGH	♥♥	
L43	FLAIL	NRM	CUTE	♥	
EG	PURSUIT	DRK	SMART	♥♥	♥
EG	SLASH	NRM	COOL	♥♥♥	
EG	BODY SLAM	NRM	TOUGH	♥	♥♥♥♥
EG	SNORE	NRM	CUTE	♥♥♥♥	
EG	CRUSH CLAW	NRM	COOL	♥	♥♥♥♥
EG	CURSE	?	TOUGH	♥♥♥	
EG	SLEEP TALK	NRM	CUTE	♥♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	22	SOLARBEAM	GRS	42	FACADE	NRM
03	WATER PULSE	WTR	24	THUNDERBOLT	ELC	43	SECRET POWER	NRM
06	TOXIC	PSN	25	THUNDER	ELC	44	REST	PSY
08	BULK UP	FTG	27	RETURN	NRM	45	ATTRACT	NRM
10	HIDDEN POWER	NRM	30	SHADOW BALL	GHO			
11	SUNNY DAY	FIRE	31	BRICK BREAK	FTG			
13	ICE BEAM	ICE	32	DOUBLE TEAM	NRM			
14	BLIZZARD	ICE	34	SHOCK WAVE	ELC			
17	PROTECT	NRM	35	FLAMETHROWER	FIRE			
18	RAIN DANCE	WTR	38	FIRE BLAST	FIRE			
21	FRUSTRATION	NRM	40	AERIAL ACE	FLY			

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ICY WIND (BP)	ICE		
DOUBLE-EDGE	NRM	ENDURE (BP)	NRM		
SLEEP TALK	NRM	SEISMIC TOSS (BP)	FTG		
DYNAMICPUNCH	FTG	MUD-SLAP (BP)	GRD		
SUBSTITUTE	NRM	BODY SLAM (BP)	NRM		
MIMIC	NRM	FIRE PUNCH (BP)	FIRE		
FURY CUTTER	BUG	MEGA KICK (BP)	NRM		
SNORE (BP)	NRM	MEGA PUNCH (BP)	NRM		
ROCK SLIDE (BP)	RCK	ICE PUNCH (BP)	ICE		
COUNTER (BP)	FTG				
THUNDERPUNCH (BP)	ELC				

#37 VIGOROTH

TYPE: NORMAL
ABILITY: VITAL SPIRIT
EGG: FIELD
HEIGHT / WEIGHT: 4'7" / 103 lbs.

HP ■■□□ DEFENSE ■□□
SPEED ■■■□ SA ■□□
ATTACK ■■□□ SD ■□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	SCRATCH	NRM	TOUGH	♥♥♥♥	
L1	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
L1	ENCORE	NRM	CUTE	♥♥	
L1	UPROAR	NRM	CUTE	♥♥♥	
L7	ENCORE	NRM	CUTE	♥♥	
L13	UPROAR	NRM	CUTE	♥♥♥	
L19	FURY SWIPES	NRM	TOUGH	♥♥	♥
L25	ENDURE	NRM	TOUGH	♥♥	
L31	SLASH	NRM	COOL	♥♥♥	
L37	COUNTER	NRM	TOUGH	♥♥	
L43	FOCUS PUNCH	FTG	TOUGH	♥♥♥	
L49	REVERSAL	FTG	COOL	♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	18	RAIN DANCE	WTR	35	FLAMETHROWER	FIRE
03	WATER PULSE	WTR	21	FRUSTRATION	NRM	38	FIRE BLAST	FIRE
05	ROAR	NRM	22	SOLARBEAM	GRS	40	AERIAL ACE	FLY
06	TOXIC	PSN	24	THUNDERBOLT	ELC	42	FACADE	NRM
08	BULK UP	FTG	25	THUNDER	ELC	43	SECRET POWER	NRM
10	HIDDEN POWER	NRM	26	EARTHQUAKE	GRD	44	REST	PSY
11	SUNNY DAY	FIRE	27	RETURN	NRM	45	ATTRACT	NRM
12	TAUNT	DRK	30	SHADOW BALL	GHO			
13	ICE BEAM	ICE	31	BRICK BREAK	FTG			
14	BLIZZARD	ICE	32	DOUBLE TEAM	NRM			
17	PROTECT	NRM	34	SHOCK WAVE	ELC			

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ICY WIND (BP)	ICE		
DOUBLE-EDGE	NRM	ENDURE (BP)	NRM		
SLEEP TALK	NRM	SEISMIC TOSS (BP)	FTG		
DYNAMICPUNCH	FTG	MUD-SLAP (BP)	GRD		
SUBSTITUTE	NRM	BODY SLAM (BP)	NRM		
MIMIC	NRM	FIRE PUNCH (BP)	FIRE		
FURY CUTTER	BUG	MEGA KICK (BP)	NRM		
SNORE (BP)	NRM	MEGA PUNCH (BP)	NRM		
ROCK SLIDE (BP)	RCK	ICE PUNCH (BP)	ICE		
COUNTER (BP)	FTG				
THUNDERPUNCH (BP)	ELC				

#38 SLAKING

TYPE: NORMAL
ABILITY: TRUANT
EGG: FIELD
HEIGHT / WEIGHT: 6'7" / 288 lbs.

HP ■■■■ DEFENSE ■■□
SPEED ■■■□ SA ■■■
ATTACK ■■■■ SD ■□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	SCRATCH	NRM	TOUGH	♥♥♥♥	
L1	YAWN	NRM	CUTE	♥♥	
L1	ENCORE	NRM	CUTE	♥♥	
L1	SLACK OFF	NRM	CUTE	♥	
L7	ENCORE	NRM	CUTE	♥♥	
L13	SLACK OFF	NRM	CUTE	♥	
L19	FAINT ATTACK	DRK	SMART	♥♥	
L25	AMNESIA	PSY	CUTE	♥	
L31	COVET	NRM	CUTE	♥	
L36	SWAGGER	NRM	CUTE	♥♥	
L37	COUNTER	FTG	TOUGH	♥♥	
L43	FLAIL	NRM	CUTE	♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	17	PROTECT	NRM	34	SHOCK WAVE	ELC
03	WATER PULSE	WTR	18	RAIN DANCE	WTR	35	FLAMETHROWER	FIRE
05	ROAR	NRM	21	FRUSTRATION	NRM	38	FIRE BLAST	FIRE
06	TOXIC	PSN	22	SOLARBEAM	GRS	40	AERIAL ACE	FLY
08	BULK UP	FTG	24	THUNDERBOLT	ELC	42	FACADE	NRM
10	HIDDEN POWER	NRM	25	THUNDER	ELC	43	SECRET POWER	NRM
11	SUNNY DAY	FIRE	26	EARTHQUAKE	GRD	44	REST	PSY
12	TAUNT	DRK	27	RETURN	NRM	45	ATTRACT	NRM
13	ICE BEAM	ICE	30	SHADOW BALL	GHO			
14	BLIZZARD	ICE	31	BRICK BREAK	FTG			
15	HYPER BEAM	NRM	32	DOUBLE TEAM	NRM			

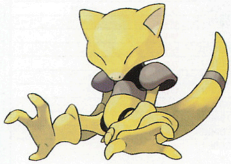
HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ICY WIND (BP)	ICE		
DOUBLE-EDGE	NRM	ENDURE (BP)	NRM		
SLEEP TALK	NRM	SEISMIC TOSS (BP)	FTG		
DYNAMICPUNCH	FTG	MUD-SLAP (BP)	GRD		
SUBSTITUTE	NRM	BODY SLAM (BP)	NRM		
MIMIC	NRM	FIRE PUNCH (BP)	FIRE		
FURY CUTTER	BUG	MEGA KICK (BP)	NRM		
SNORE (BP)	NRM	MEGA PUNCH (BP)	NRM		
ROCK SLIDE (BP)	RCK	ICE PUNCH (BP)	ICE		
COUNTER (BP)	FTG				
THUNDERPUNCH (BP)	ELC				

#39 ABRA



TYPE: PSYCHIC
ABILITY: SYNCHRONIZE / INNER FOCUS
EGG: HUMAN-LIKE
HEIGHT / WEIGHT: 2'11" / 43 lbs.

HP DEFENSE
SPEED SA
ATTACK SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TELEPORT	PSY	COOL	♥	
EG	ENCORE	NRM	CUTE	♥♥	
EG	BARRIER	PSY	COOL	♥	
EG	KNOCK OFF	DRK	SMART	♥	♥♥♥♥
EG	FIRE PUNCH	FIRE	BEAUTY	♥♥♥♥	
EG	THUNDERPUNCH	ELC	COOL	♥♥♥♥	
EG	ICE PUNCH	ICE	BEAUTY	♥♥♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	23	IRON TAIL	STL	45	ATTRACT	NRM
04	CALM MIND	PSY	27	RETURN	NRM	46	THIEF	DRK
06	TOXIC	PSN	29	PSYCHIC	NRM	48	SKILL SWAP	PSY
10	HIDDEN POWER	NRM	30	SHADOW BALL	GHO	49	SNATCH	DRK
11	SUNNY DAY	FIRE	32	DOUBLE TEAM	NRM			
12	TAUNT	DRK	33	REFLECT	PSY			
16	LIGHT SCREEN	PSY	34	SHOCK WAVE	ELC			
17	PROTECT	NRM	41	TORMENT	DRK			
18	RAIN DANCE	WTR	42	FACADE	NRM			
20	SAFEGUARD	NRM	43	SECRET POWER	NRM			
21	FRUSTRATION	NRM	44	REST	PSY			

HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	PSYCH UP (BP)	NRM		
DOUBLE-EDGE	NRM	SEISMIC TOSS (BP)	FTG		
SLEEP TALK	NRM	THUNDER WAVE (BP)	ELC		
DYNAMICPUNCH	FTG	BODY SLAM (BP)	NRM		
SUBSTITUTE	NRM	FIRE PUNCH (BP)	FIRE		
MIMIC	NRM	MEGA KICK (BP)	NRM		
METRONOME	NRM	MEGA PUNCH (BP)	NRM		
SNORE (BP)	NRM	DREAM EATER (BP)	PSY		
COUNTER (BP)	FTG	ICE PUNCH (BP)	ICE		
THUNDERPUNCH (BP)	ELC				
ENDURE (BP)	NRM				

#40 KADABRA

TYPE: PSYCHIC
ABILITY: SYNCHRONIZE / INNER FOCUS
EGG: HUMAN-LIKE
HEIGHT / WEIGHT: 4'3" / 125 lbs.

HP DEFENSE
SPEED SA
ATTACK SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TELEPORT	PSY	COOL	♥	
L1	KINESIS	PSY	SMART	♥♥♥	
L1	CONFUSION	PSY	SMART	♥♥	♥♥♥
L16	CONFUSION	PSY	SMART	♥♥	♥♥♥
L18	DISABLE	NRM	SMART	♥♥	
L21	PSYBEAM	PSY	BEAUTY	♥♥♥	
L23	REFLECT	PSY	SMART	♥	
L25	RECOVER	NRM	SMART	♥♥	♥
L30	FUTURE SIGHT	PSY	SMART	♥♥♥	
L33	ROLE PLAY	PSY	CUTE	♥	
L36	PSYCHIC	PSY	SMART	♥	♥♥♥
L43	TRICK	PSY	SMART	♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	23	IRON TAIL	STL	45	ATTRACT	NRM
04	CALM MIND	PSY	27	RETURN	NRM	46	THIEF	DRK
06	TOXIC	PSN	29	PSYCHIC	PSY	48	SKILL SWAP	PSY
10	HIDDEN POWER	NRM	30	SHADOW BALL	GHO	49	SNATCH	DRK
11	SUNNY DAY	FIRE	32	DOUBLE TEAM	NRM			
12	TAUNT	DRK	33	REFLECT	PSY			
16	LIGHT SCREEN	PSY	34	SHOCK WAVE	ELC			
17	PROTECT	NRM	41	TORMENT	DRK			
18	RAIN DANCE	WTR	42	FACADE	NRM			
20	SAFEGUARD	NRM	43	SECRET POWER	NRM			
21	FRUSTRATION	NRM	44	REST	PSY			

HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	PSYCH UP (BP)	NRM		
DOUBLE-EDGE	NRM	SEISMIC TOSS (BP)	FTG		
SLEEP TALK	NRM	THUNDER WAVE (BP)	ELC		
DYNAMICPUNCH	FTG	BODY SLAM (BP)	NRM		
SUBSTITUTE	NRM	FIRE PUNCH (BP)	FIRE		
MIMIC	NRM	MEGA KICK (BP)	NRM		
METRONOME	NRM	MEGA PUNCH (BP)	NRM		
SNORE (BP)	NRM	DREAM EATER (BP)	PSY		
COUNTER (BP)	FTG	ICE PUNCH (BP)	ICE		
THUNDERPUNCH (BP)	ELC				
ENDURE (BP)	NRM				

#41 ALAKAZAM

TYPE: PSYCHIC
ABILITY: SYNCHRONIZE / INNER FOCUS
EGG: HUMAN-LIKE
HEIGHT / WEIGHT: 4'11" / 106 lbs.

HP	■■□□	DEFENSE	■□□□
SPEED	■■■■	SA	■■■■
ATTACK	■□□□	SD	■■■□

EVOLUTION FAMILY

EVOLVES AT LEVEL 16

KADABRA

TRADE EVOLUTION

ALAKAZAM

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TELEPORT	PSY	COOL	♥	
L1	KINESIS	PSY	SMART	♥♥♥	
L1	CONFUSION	PSY	SMART	♥♥	♥♥♥
L16	CONFUSION	PSY	SMART	♥♥	♥♥♥
L18	DISABLE	NRM	SMART	♥♥	
L21	PSYBEAM	PSY	BEAUTY	♥♥♥	
L23	REFLECT	PSY	SMART	♥	
L25	RECOVER	NRM	SMART	♥♥	♥
L30	FUTURE SIGHT	PSY	SMART	♥♥♥	
L33	CALM MIND	PSY	SMART	♥♥	
L36	PSYCHIC	PSY	SMART	♥	♥♥♥
L43	TRICK	PSY	SMART	♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	21	FRUSTRATION	NRM	44	REST	PSY
04	CALM MIND	PSY	23	IRON TAIL	STL	45	ATTRACT	NRM
06	TOXIC	PSN	27	RETURN	NRM	46	THIEF	DRK
10	HIDDEN POWER	NRM	29	PSYCHIC	PSY	48	SKILL SWAP	PSY
11	SUNNY DAY	FIRE	30	SHADOW BALL	GHO	49	SNATCH	DRK
12	TAUNT	DRK	32	DOUBLE TEAM	NRM			
15	HYPER BEAM	NRM	33	REFLECT	PSY			
16	LIGHT SCREEN	PSY	34	SHOCK WAVE	ELC			
17	PROTECT	NRM	41	TORMENT	DRK			
18	RAIN DANCE	WTR	42	FACADE	NRM			
20	SAFEGUARD	NRM	43	SECRET POWER	NRM			

HM MOVES

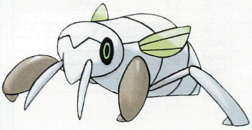
HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	PSYCH UP (BP)	NRM		
DOUBLE-EDGE	NRM	SEISMIC TOSS (BP)	FTG		
SLEEP TALK	NRM	THUNDER WAVE (BP)	ELC		
DYNAMICPUNCH	FTG	BODY SLAM (BP)	NRM		
SUBSTITUTE	NRM	FIRE PUNCH (BP)	FIRE		
MIMIC	NRM	MEGA KICK (BP)	NRM		
METRONOME	NRM	MEGA PUNCH (BP)	NRM		
SNORE (BP)	NRM	DREAM EATER (BP)	PSY		
COUNTER (BP)	FTG	ICE PUNCH (BP)	ICE		
THUNDERPUNCH (BP)	ELC				
ENDURE (BP)	NRM				

#41 ALAKAZAM

#42 NINCADA



TYPE: BUG-GROUND
ABILITY: COMPOUNDEYES
EGG: BUG
HEIGHT / WEIGHT: 1'8" / 12 lbs.

HP	■□□□	DEFENSE	■■■□
SPEED	■□□□	SA	■□□□
ATTACK	■□□□	SD	■□□□

UNUSUAL EVOLUTION

Nincada will normally evolve into Ninjask at Level 20, but it will split off a second Evolution, Shedinja, if you have a spot open in your traveling party, plus at least one Poké Ball in your inventory.

EVOLUTION FAMILY

EVOLVES AT LEVEL 20

NINJASK

EVOLVES AT LEVEL 20

SHEDINJA

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	SCRATCH	NRM	TOUGH	♥♥♥♥	
L1	HARDEN	NRM	TOUGH	♥♥	
L5	LEECH LIFE	BUG	SMART	♥♥	♥♥♥
L9	SAND-ATTACK	GRD	CUTE	♥♥	♥
L14	FURY SWIPES	NRM	TOUGH	♥♥	♥
L19	MIND READER	NRM	SMART	♥♥♥	
L25	FALSE SWIPE	NRM	COOL	♥	♥♥♥
L31	MUD-SLAP	GRD	CUTE	♥♥	♥
L38	METAL CLAW	STL	COOL	♥♥♥♥	
L45	DIG	GRD	SMART	♥	
EG	ENDURE	NRM	TOUGH	♥♥	
EG	FAINT ATTACK	DRK	SMART	♥♥	
EG	SILVER WIND	BUG	BEAUTY	♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	37	SANDSTORM	RCK			
10	HIDDEN POWER	NRM	40	AERIAL ACE	FLY			
11	SUNNY DAY	FIRE	42	FACADE	NRM			
17	PROTECT	NRM	43	SECRET POWER	NRM			
19	GIGA DRAIN	GRS	44	REST	PSY			
21	FRUSTRATION	NRM						
22	SOLARBEAM	GRS						
27	RETURN	NRM						
28	DIG	GRD						
30	SHADOW BALL	GHO						
32	DOUBLE TEAM	NRM						

HM MOVES

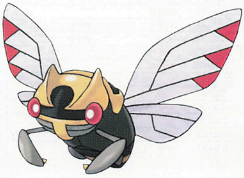
HM	ATTACK	TYPE
01	CUT	NRM
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
FURY CUTTER	BUG				
SNORE (BP)	NRM				
ENDURE (BP)	NRM				
MUD-SLAP (BP)	GRD				

#42 NINCADA

#43 NINJASK



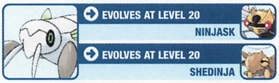
TYPE: **BUG-FLYING**
ABILITY: **SPEED BOOST**
EGG: **BUG**
HEIGHT / WEIGHT: **2'7" / 26 lbs.**

HP	■■□□	DEFENSE	■□□□
SPEED	■■■■	SA	■□□□
ATTACK	■■■□	SD	■□□□

UNUSUAL EVOLUTION

Nincada will normally evolve into Ninjask at Level 20, but it will split off a second Evolution, Shedinja, if you have a spot open in your traveling party, plus at least one Poké Ball in your inventory.

EVOLUTION FAMILY



LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	SCRATCH	NRM	TOUGH	♥♥♥♥	
L1	HARDEN	NRM	TOUGH	♥♥	
L1	LEECH LIFE	BUG	SMART	♥♥	♥♥♥
L1	SAND-ATTACK	GRD	CUTE	♥♥	♥
L5	LEECH LIFE	BUG	SMART	♥♥	♥♥♥
L9	SAND-ATTACK	GRD	CUTE	♥♥	♥
L14	FURY SWIPES	NRM	TOUGH	♥♥	♥
L19	MIND READER	NRM	SMART	♥♥♥	
L20	DOUBLE TEAM	NRM	COOL	♥♥	
L20	FURY CUTTER	BUG	COOL	♥♥♥	
L20	SCREECH	BUG	SMART	♥	♥♥♥
L25	SWORDS DANCE	GRD	BEAUTY	♥	
L31	SLASH	NRM	COOL	♥♥♥	
L38	AGILITY	PSY	COOL	♥♥♥	
L45	BATON PASS	NRM	CUTE	♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	32	DOUBLE TEAM	NRM
10	HIDDEN POWER	NRM	37	SANDSTORM	RCK
11	SUNNY DAY	FIRE	40	AERIAL ACE	FLY
15	HYPER BEAM	NRM	42	FACADE	NRM
17	PROTECT	NRM	43	SECRET POWER	NRM
19	GIGA DRAIN	GRS	44	REST	PSY
21	FRUSTRATION	NRM	45	ATTRACT	NRM
22	SOLARBEAM	GRS	46	THIEF	DRK
27	RETURN	NRM			
28	DIG	GRD			
30	SHADOW BALL	GHO			

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
FURY CUTTER	BUG
SNORE (BP)	NRM
ENDURE (BP)	NRM
SWIFT (BP)	NRM
SWORDS DANCE (BP)	NRM
MUD-SLAP (BP)	GRD

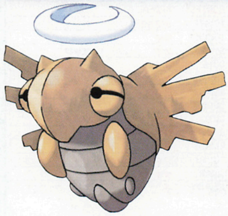
#43

NINJASK

#44

SHEDINJA

#44 SHEDINJA



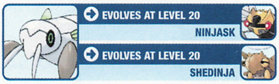
TYPE: **BUG-GHOST**
ABILITY: **WONDER GUARD**
EGG: **GENDER UNKNOWN**
HEIGHT / WEIGHT: **2'7" / 3 lbs.**

HP	■□□□	DEFENSE	■□□□
SPEED	■□□□	SA	■□□□
ATTACK	■■■□	SD	■□□□

UNUSUAL EVOLUTION

Nincada will normally evolve into Ninjask at Level 20, but it will split off a second Evolution, Shedinja, if you have a spot open in your traveling party, plus at least one Poké Ball in your inventory.

EVOLUTION FAMILY



LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	SCRATCH	NRM	TOUGH	♥♥♥♥	
L1	HARDEN	NRM	TOUGH	♥♥	
L5	LEECH LIFE	BUG	SMART	♥♥	♥♥♥
L9	SAND-ATTACK	GRD	CUTE	♥♥	♥
L14	FURY SWIPES	NRM	TOUGH	♥♥	♥
L19	MIND READER	NRM	SMART	♥♥♥	
L25	SPITE	GHO	TOUGH	♥	
L31	CONFUSE RAY	GHO	SMART	♥♥♥	
L38	SHADOW BALL	GHO	SMART	♥♥♥	
L45	GRUDGE	GHO	TOUGH	♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	32	DOUBLE TEAM	NRM
10	HIDDEN POWER	NRM	37	SANDSTORM	RCK
11	SUNNY DAY	FIRE	40	AERIAL ACE	FLY
15	HYPER BEAM	NRM	42	FACADE	NRM
17	PROTECT	NRM	43	SECRET POWER	NRM
19	GIGA DRAIN	GRS	44	REST	PSY
21	FRUSTRATION	NRM	46	THIEF	DRK
22	SOLARBEAM	GRS			
27	RETURN	NRM			
28	DIG	GRD			
30	SHADOW BALL	GHO			

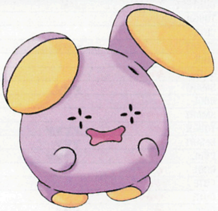
HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
FURY CUTTER	BUG
SNORE (BP)	NRM
ENDURE (BP)	NRM
MUD-SLAP (BP)	GRD
DREAM EATER (BP)	PSY

#45 WHISMUR



TYPE: NORMAL
ABILITY: SOUNDPROOF
EGG: MONSTER / FIELD
HEIGHT / WEIGHT: 2'0" / 36 lbs.

HP | DEFENSE
SPEED | SA
ATTACK | SD

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	POUND	NRM	TOUGH	♥♥♥♥	
L5	UPROAR	NRM	CUTE	♥♥♥	
L11	ASTONISH	GHO	SMART	♥♥	♥♥♥
L15	HOWL	NRM	COOL	♥	
L21	SUPERSONIC	NRM	SMART	♥♥♥	
L25	STOMP	NRM	TOUGH	♥	♥♥♥♥
L31	SCREECH	NRM	SMART	♥	♥♥♥
L35	ROAR	NRM	COOL	♥♥♥	
L41	REST	PSY	CUTE	♥♥	
L41	SLEEP TALK	NRM	CUTE	♥♥♥	
L45	HYPER VOICE	NRM	COOL	♥	♥♥♥
EG	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
EG	SNORE	NRM	CUTE	♥♥♥♥	
EG	SWAGGER	NRM	CUTE	♥♥	
EG	EXTRASENSORY	PSY	COOL	♥	♥♥♥♥
EG	SMELLINGSALT	NRM	SMART	♥♥	♥♥♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	27	RETURN	NRM			
05	ROAR	NRM	30	SHADOW BALL	GHO			
06	TOXIC	PSN	32	DOUBLE TEAM	NRM			
10	HIDDEN POWER	NRM	34	SHOCK WAVE	ELC			
11	SUNNY DAY	FIRE	35	FLAMETHROWER	FIRE			
13	ICE BEAM	ICE	38	FIRE BLAST	FIRE			
14	BLIZZARD	ICE	42	FACADE	NRM			
17	PROTECT	NRM	43	SECRET POWER	NRM			
18	RAIN DANCE	WTR	44	REST	PSY			
21	FRUSTRATION	NRM	45	ATTRACT	NRM			
22	SOLARBEAM	GRS						

HM MOVES

HM	ATTACK	TYPE

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ENDURE (BP)	NRM		
ROLLOUT	RCK	PSYCH UP (BP)	NRM		
DOUBLE-EDGE	NRM	SEISMIC TOSS (BP)	FTG		
SLEEP TALK	NRM	MUD-SLAP (BP)	GRD		
DYNAMICPUNCH	FTG	BODY SLAM (BP)	NRM		
SUBSTITUTE	NRM	FIRE PUNCH (BP)	FIRE		
MIMIC	NRM	DEFENSE CURL (BP)	NRM		
SNORE (BP)	NRM	MEGA KICK (BP)	NRM		
COUNTER (BP)	FTG	MEGA PUNCH (BP)	NRM		
THUNDERPUNCH (BP)	ELC	ICE PUNCH (BP)	ICE		
ICY WIND (BP)	ICE				

#46 LOUDRED

TYPE: NORMAL
ABILITY: SOUNDPROOF
EGG: MONSTER / FIELD
HEIGHT / WEIGHT: 3'3" / 89 lbs.

HP | DEFENSE
SPEED | SA
ATTACK | SD

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	POUND	NRM	TOUGH	♥♥♥♥	
L1	UPROAR	NRM	CUTE	♥♥♥	
L1	ASTONISH	GHO	SMART	♥♥	♥♥♥
L1	HOWL	NRM	COOL	♥	
L5	UPROAR	NRM	CUTE	♥♥♥	
L11	ASTONISH	GHO	SMART	♥♥	♥♥♥
L15	HOWL	NRM	COOL	♥	
L23	SUPERSONIC	NRM	SMART	♥♥♥	
L29	STOMP	NRM	TOUGH	♥	♥♥♥♥
L37	SCREECH	NRM	SMART	♥	♥♥♥
L43	ROAR	NRM	COOL	♥♥♥	
L51	REST	PSY	CUTE	♥♥	
L51	SLEEP TALK	NRM	CUTE	♥♥♥	
L57	HYPER VOICE	NRM	COOL	♥	♥♥♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	22	SOLARBEAM	GRS	43	SECRET POWER	NRM
05	ROAR	NRM	26	EARTHQUAKE	GRD	44	REST	PSY
06	TOXIC	PSN	27	RETURN	NRM	45	ATTRACT	NRM
10	HIDDEN POWER	NRM	30	SHADOW BALL	GHO	46	THIEF	DRK
11	SUNNY DAY	FIRE	31	BRICK BREAK	FTG	50	OVERHEAT	FIRE
12	TAUNT	DRK	32	DOUBLE TEAM	NRM			
13	ICE BEAM	ICE	34	SHOCK WAVE	ELC			
14	BLIZZARD	ICE	35	FLAMETHROWER	FIRE			
17	PROTECT	NRM	38	FIRE BLAST	FIRE			
18	RAIN DANCE	WTR	41	TORMENT	DRK			
21	FRUSTRATION	NRM	42	FACADE	NRM			

HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ICY WIND (BP)	ICE		
ROLLOUT	RCK	ENDURE (BP)	NRM		
DOUBLE-EDGE	NRM	PSYCH UP (BP)	NRM		
SLEEP TALK	NRM	SEISMIC TOSS (BP)	FTG		
DYNAMICPUNCH	FTG	MUD-SLAP (BP)	GRD		
SUBSTITUTE	NRM	BODY SLAM (BP)	NRM		
MIMIC	NRM	FIRE PUNCH (BP)	FIRE		
SNORE (BP)	NRM	DEFENSE CURL (BP)	NRM		
ROCK SLIDE (BP)	RCK	MEGA KICK (BP)	NRM		
COUNTER (BP)	FTG	MEGA PUNCH (BP)	NRM		
THUNDERPUNCH (BP)	ELC	ICE PUNCH (BP)	ICE		

#47 EXPLOUD

TYPE: NORMAL

ABILITY: SOUNDPROOF

EGG: MONSTER / FIELD

HEIGHT / WEIGHT: 4'11" / 185 lbs.

HP	■■■□	DEFENSE	■■□□
SPEED	■■□□	SA	■■■□
ATTACK	■■■□	SD	■■□□

EVOLUTION FAMILY

EVOLVES AT LEVEL 20

LOUDRED

EVOLVES AT LEVEL 40

EXPLOUD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	POUND	NRM	TOUGH	♥♥♥♥	
L1	UPROAR	NRM	CUTE	♥♥♥	
L1	ASTONISH	GHO	SMART	♥♥	♥♥♥
L1	HOWL	NRM	COOL	♥	
L5	UPROAR	NRM	CUTE	♥♥♥	
L11	ASTONISH	GHO	SMART	♥♥	♥♥♥
L15	HOWL	NRM	COOL	♥	
L23	SUPERSONIC	NRM	SMART	♥♥♥	
L29	STOMP	NRM	TOUGH	♥	♥♥♥♥
L37	SCREECH	NRM	SMART	♥	♥♥♥
L40	HYPER BEAM	NRM	COOL	♥♥♥♥	♥♥♥♥
L45	ROAR	NRM	COOL	♥♥♥	
L55	REST	PSY	CUTE	♥♥	
L55	SLEEP TALK	NRM	CUTE	♥♥♥	
L63	HYPER VOICE	NRM	COOL	♥	♥♥♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	21	FRUSTRATION	NRM	42	FACADE	NRM
05	ROAR	NRM	22	SOLARBEAM	GRS	43	SECRET POWER	NRM
06	TOXIC	PSN	26	EARTHQUAKE	GRD	44	REST	PSY
10	HIDDEN POWER	NRM	27	RETURN	NRM	45	ATTRACT	NRM
11	SUNNY DAY	FIRE	30	SHADOW BALL	GHO	50	OVERHEAT	FIRE
12	TAUNT	DRK	31	BRICK BREAK	FTG			
13	ICE BEAM	ICE	32	DOUBLE TEAM	NRM			
14	BLIZZARD	ICE	34	SHOCK WAVE	ELC			
15	HYPER BEAM	NRM	35	FLAMETHROWER	FIRE			
17	PROTECT	NRM	38	FIRE BLAST	FIRE			
18	RAIN DANCE	WTR	41	TORMENT	DRK			

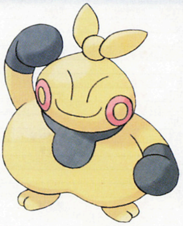
HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ICY WIND (BP)	ICE		
ROLLOUT	RCK	ENDURE (BP)	NRM		
DOUBLE-EDGE	NRM	PSYCH UP (BP)	NRM		
SLEEP TALK	NRM	SEISMIC TOSS (BP)	FTG		
DYNAMICPUNCH	FTG	MUD-SLAP (BP)	GRD		
SUBSTITUTE	NRM	BODY SLAM (BP)	NRM		
MIMIC	NRM	FIRE PUNCH (BP)	FIRE		
SNORE (BP)	NRM	DEFENSE CURL (BP)	NRM		
ROCK SLIDE (BP)	RCK	MEGA KICK (BP)	NRM		
COUNTER (BP)	FTG	MEGA PUNCH (BP)	NRM		
THUNDERPUNCH (BP)	ELC	ICE PUNCH (BP)	ICE		

#48 MAKUHITA



TYPE: FIGHTING

ABILITY: THICK FAT / GUTS

EGG: HUMAN-LIKE

HEIGHT / WEIGHT: 3'3" / 191 lbs.

HP	■■□□	DEFENSE	■□□□
SPEED	■□□□	SA	■□□□
ATTACK	■■□□	SD	■□□□

EVOLUTION FAMILY

EVOLVES AT LEVEL 24

HARIYAMA

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
L4	SAND-ATTACK	GRD	CUTE	♥♥	♥
L10	ARM THRUST	FTG	TOUGH	♥♥	♥
L13	VITAL THROW	FTG	COOL	♥♥♥	
L19	FAKE OUT	NRM	CUTE	♥♥	♥
L22	WIRLWIND	NRM	SMART	♥♥♥	
L28	KNOCK OFF	DRK	SMART	♥	♥♥♥♥
L31	SMELLINGSALT	NRM	SMART	♥♥	♥♥♥
L37	BELLY DRUM	NRM	CUTE	♥	
L40	ENDURE	NRM	TOUGH	♥♥	
L46	SEISMIC TOSS	FTG	TOUGH	♥♥	♥
L49	REVERSAL	FTG	COOL	♥♥	
EG	FAINT ATTACK	DRK	SMART	♥♥	
EG	DETECT	FTG	COOL	♥♥	
EG	FORESIGHT	NRM	SMART	♥♥♥	
EG	HELPING HAND	NRM	SMART	♥♥	
EG	CROSS CHOP	FTG	COOL	♥♥♥	
EG	REVENGE	FTG	TOUGH	♥♥♥	
EG	DYNAMICPUNCH	FTG	COOL	♥♥	♥
EG	COUNTER	FTG	TOUGH	♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	31	BRICK BREAK	FTG			
06	TOXIC	PSN	32	DOUBLE TEAM	NRM			
08	BULK UP	FTG	39	ROCK TOMB	RCK			
10	HIDDEN POWER	NRM	42	FACADE	NRM			
11	SUNNY DAY	FIRE	43	SECRET POWER	NRM			
17	PROTECT	NRM	44	REST	PSY			
18	RAIN DANCE	WTR	45	ATTRACT	NRM			
21	FRUSTRATION	NRM						
26	EARTHQUAKE	GRD						
27	RETURN	NRM						
28	DIG	GRD						

HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ENDURE (BP)	NRM		
DOUBLE-EDGE	NRM	SEISMIC TOSS (BP)	FTG		
SLEEP TALK	NRM	MUD-SLAP (BP)	GRD		
DYNAMICPUNCH	FTG	BODY SLAM (BP)	NRM		
SUBSTITUTE	NRM	FIRE PUNCH (BP)	FIRE		
MIMIC	NRM	MEGA KICK (BP)	NRM		
METRONOME	NRM	MEGA PUNCH (BP)	NRM		
SNORE (BP)	NRM	ICE PUNCH (BP)	ICE		
ROCK SLIDE (BP)	RCK				
COUNTER (BP)	FTG				
THUNDERPUNCH (BP)	ELC				

#49 HARIYAMA

TYPE: FIGHTING
ABILITY: THICK FAT / GUTS
EGG: HUMAN-LIKE
HEIGHT / WEIGHT: 7'7" / 560 lbs.

HP	■■■■	DEFENSE	■■□□
SPEED	■□□□	SA	■□□□
ATTACK	■■■■	SD	■■□□

EVOLUTION FAMILY

EVOLVES AT LEVEL 24

HARIYAMA

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
L1	SAND-ATTACK	GRD	CUTE	♥♥	♥
L1	ARM THRUST	FTG	TOUGH	♥♥	♥
L4	SAND-ATTACK	GRD	CUTE	♥♥	♥
L10	ARM THRUST	FTG	TOUGH	♥♥	♥
L13	VITAL THROW	FTG	COOL	♥♥♥	
L19	FAKE OUT	NRM	CUTE	♥♥	♥
L22	WHIRLWIND	NRM	SMART	♥♥♥	
L29	KNOCK OFF	DRK	SMART	♥	♥♥♥♥
L33	SMELLINGSALT	NRM	SMART	♥♥	♥♥♥
L40	BELLY DRUM	NRM	CUTE	♥	
L44	ENDURE	NRM	TOUGH	♥♥	
L51	SEISMIC TOSS	FTG	TOUGH	♥♥	♥
L55	REVERSAL	FTG	COOL	♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	28	DIG	GRD
06	TOXIC	PSN	31	BRICK BREAK	FTG
08	BULK UP	FTG	32	DOUBLE TEAM	NRM
10	HIDDEN POWER	NRM	39	ROCK TOMB	RCK
11	SUNNY DAY	FIRE	42	FACADE	NRM
15	HYPER BEAM	NRM	43	SECRET POWER	NRM
17	PROTECT	NRM	44	REST	PSY
18	RAIN DANCE	WTR	45	ATTRACT	NRM
21	FRUSTRATION	NRM			
26	EARTHQUAKE	GRD			
27	RETURN	NRM			

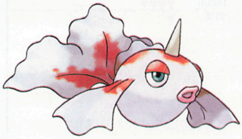
HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ENDURE (BP)	NRM
DOUBLE-EDGE	NRM	SEISMIC TOSS (BP)	FTG
SLEEP TALK	NRM	MUD-SLAP (BP)	GRD
DYNAMICPUNCH	FTG	BODY SLAM (BP)	NRM
SUBSTITUTE	NRM	FIRE PUNCH (BP)	FIRE
MIMIC	NRM	MEGA KICK (BP)	NRM
METRONOME	NRM	MEGA PUNCH (BP)	NRM
SNORE (BP)	NRM	ICE PUNCH (BP)	ICE
ROCK SLIDE (BP)	RCK		
COUNTER (BP)	FTG		
THUNDERPUNCH (BP)	ELC		

#50 GOLDEEN



TYPE: WATER
ABILITY: SWIFT SWIM / WATER VEIL
EGG: WATER 2
HEIGHT / WEIGHT: 2'0" / 33 lbs.

HP	■□□□	DEFENSE	■■□□
SPEED	■■□□	SA	■□□□
ATTACK	■■□□	SD	■□□□

EVOLUTION FAMILY

EVOLVES AT LEVEL 33

SEAKING

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	PECK	FLY	COOL	♥♥♥♥	
L1	TAIL WHIP	NRM	CUTE	♥♥	
L1	WATER SPORT	WTR	CUTE	♥♥♥♥	
L10	SUPERSONIC	NRM	SMART	♥♥♥	
L15	HORN ATTACK	NRM	COOL	♥♥♥♥	
L24	FLAIL	NRM	CUTE	♥	
L29	FURY ATTACK	NRM	COOL	♥♥	♥
L38	WATERFALL	WTR	TOUGH	♥♥	
L43	HORN DRILL	NRM	COOL	♥♥	♥
L52	AGILITY	PSY	COOL	♥♥♥	
EG	PSYBEAM	PSY	BEAUTY	♥♥♥	
EG	HAZE	ICE	BEAUTY	♥♥♥	
EG	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	
EG	SLEEP TALK	NRM	CUTE	♥♥♥	
EG	MUD SPORT	GRD	CUTE	♥♥♥♥	

TM MOVES

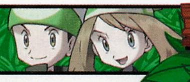
TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	42	FACADE	NRM
06	TOXIC	PSN	43	SECRET POWER	NRM
07	HAIL	ICE	44	REST	PSY
10	HIDDEN POWER	NRM	45	ATTRACT	NRM
13	ICE BEAM	ICE			
14	BLIZZARD	ICE			
17	PROTECT	NRM			
18	RAIN DANCE	WTR			
21	FRUSTRATION	NRM			
27	RETURN	NRM			
32	DOUBLE TEAM	NRM			

HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE(BP)	NRM
ICY WIND (BP)	ICE
ENDURE (BP)	NRM
SWIFT (BP)	NRM



#51 SEAKING

TYPE: WATER
ABILITY: SWIFT SWIM / WATER VEIL
EGG: WATER 2
HEIGHT / WEIGHT: 4'3" / 86 lbs.

HP DEFENSE
SPEED SA
ATTACK SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	PECK	FLY	COOL	♥♥♥♥	
L1	TAIL WHIP	NRM	CUTE	♥♥	
L1	WATER SPORT	WTR	CUTE	♥♥♥♥	
L1	SUPERSONIC	NRM	SMART	♥♥♥	
L10	SUPERSONIC	NRM	SMART	♥♥♥	
L15	HORN ATTACK	NRM	COOL	♥♥♥♥	
L24	FLAIL	NRM	CUTE	♥	
L29	FURY ATTACK	NRM	COOL	♥♥	♥
L41	WATERFALL	WTR	TOUGH	♥♥	
L49	HORN DRILL	NRM	COOL	♥♥	♥
L61	AGILITY	PSY	COOL	♥♥♥	

EVOLUTION FAMILY

EVOLVES AT LEVEL 33

SEAKING

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	32	DOUBLE TEAM	NRM			
06	TOXIC	PSN	42	FACADE	NRM			
07	HAIL	ICE	43	SECRET POWER	NRM			
10	HIDDEN POWER	NRM	44	REST	PSY			
13	ICE BEAM	ICE	45	ATTRACT	NRM			
14	BLIZZARD	ICE						
15	HYPER BEAM	NRM						
17	PROTECT	NRM						
18	RAIN DANCE	WTR						
21	FRUSTRATION	NRM						
27	RETURN	NRM						

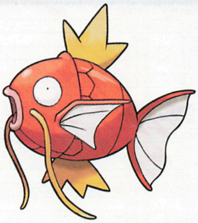
HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
SWIFT (BP)	NRM				

#52 MAGIKARP



TYPE: WATER
ABILITY: SWIFT SWIM
EGG: WATER 2 / DRAGON
HEIGHT / WEIGHT: 2'11" / 22 lbs.

HP DEFENSE
SPEED SA
ATTACK SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	SPLASH	NRM	CUTE	♥♥	
L15	TACKLE	NRM	TOUGH	♥♥♥♥	
L30	FLAIL	NRM	CUTE	♥	

EVOLUTION FAMILY

EVOLVES AT LEVEL 20

GYARADOS

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE

HM MOVES

HM	ATTACK	TYPE

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE

#53 GYARADOS

TYPE: WATER-FLYING
ABILITY: INTIMIDATE
EGG: WATER 2 / DRAGON
HEIGHT / WEIGHT: 21'4" / 518 lbs.

HP	■■■□	DEFENSE	■■□□
SPEED	■■□□	SA	■■□□
ATTACK	■■■■	SD	■■■□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	THRASH	NRM	TOUGH	♥♥♥♥	♥♥♥♥
L20	BITE	DRK	TOUGH	♥	♥♥♥
L25	DRAGON RAGE	DRG	COOL	♥	
L30	LEER	NRM	COOL	♥♥♥	
L35	TWISTER	DRG	COOL	♥♥♥	
L40	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	
L45	RAIN DANCE	WTR	TOUGH	♥	
L50	DRAGON DANCE	DRG	COOL	♥	
L55	HYPER BEAM	NRM	COOL	♥♥♥♥	♥♥♥♥

EVOLUTION FAMILY

EVOLVES AT LEVEL 20

GYARADOS

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	21	FRUSTRATION	NRM	43	SECRET POWER	NRM
05	ROAR	NRM	24	THUNDERBOLT	ELC	44	REST	PSY
06	TOXIC	PSN	25	THUNDER	ELC	45	ATTRACT	NRM
07	HAIL	ICE	26	EARTHQUAKE	GRD			
10	HIDDEN POWER	NRM	27	RETURN	NRM			
12	TAUNT	DRK	32	DOUBLE TEAM	NRM			
13	ICE BEAM	ICE	35	FLAMETHROWER	FIRE			
14	BLIZZARD	ICE	37	SANDSTORM	RCK			
15	HYPER BEAM	NRM	38	FIRE BLAST	FIRE			
17	PROTECT	NRM	41	TORMENT	DRK			
18	RAIN DANCE	WTR	42	FACADE	NRM			

HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
04	STRENGTH	NRM
06	ROCK SMASH	FTG
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
THUNDER WAVE (BP)	ELC				
BODY SLAM (BP)	NRM				

#53 GYARADOS

#54 AZURILL

TYPE: NORMAL
ABILITY: THICK FAT / HUGE POWER
EGG: NONE
HEIGHT / WEIGHT: 0'8" / 4 lbs.

HP	■□□□	DEFENSE	■□□□
SPEED	■□□□	SA	■□□□
ATTACK	■□□□	SD	■□□□

FRIENDLY EVOLUTION

Azurill will evolve into Marill (see page144) when your Friendship is very strong. Consult page 15 for full details on Friendship Evolution in Pokémon Emerald.

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	SPLASH	NRM	CUTE	♥♥	
L1	CHARM	NRM	CUTE	♥♥	♥
L6	TAIL WHIP	NRM	CUTE	♥♥	
L10	BUBBLE	WTR	CUTE	♥♥	♥♥
L15	SLAM	NRM	TOUGH	♥♥	♥
L21	WATER GUN	WTR	CUTE	♥♥♥♥	
EG	ENCORE	NRM	CUTE	♥♥	
EG	SING	NRM	CUTE	♥♥	
EG	REFRESH	NRM	CUTE	♥	
EG	SLAM	NRM	TOUGH	♥♥	♥
EG	TICKLE	NRM	CUTE	♥♥♥	

EVOLUTION FAMILY

FRIENDLY EVOLUTION

MARILL

EVOLVES AT LEVEL 18

AZUMARILL

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	32	DOUBLE TEAM	NRM			
06	TOXIC	PSN	42	FACADE	NRM			
07	HAIL	ICE	43	SECRET POWER	NRM			
10	HIDDEN POWER	NRM	44	REST	PSY			
13	ICE BEAM	ICE	45	ATTRACT	NRM			
14	BLIZZARD	ICE						
17	PROTECT	NRM						
18	RAIN DANCE	WTR						
21	FRUSTRATION	NRM						
23	IRON TAIL	STL						
27	RETURN	NRM						

HM MOVES

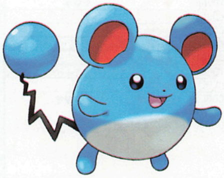
HM	ATTACK	TYPE
03	SURF	WTR
07	WATERFALL	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	BODY SLAM (BP)	NRM		
ROLLOUT	RCK	DEFENSE CURL (BP)	NRM		
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
SWIFT (BP)	NRM				
MUD-SLAP (BP)	GRD				

#54 AZURILL

#55 MARILL



TYPE: WATER
ABILITY: THICK FAT / HUGE POWER
EGG: WATER 1 / FAIRY
HEIGHT / WEIGHT: 1'4" / 19 lbs.

HP	■■□□	DEFENSE	■□□□
SPEED	■□□□	SA	■□□□
ATTACK	■□□□	SD	■□□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L3	DEFENSE CURL	NRM	CUTE	♥♥	
L6	TAIL WHIP	NRM	CUTE	♥♥	
L10	WATER GUN	WTR	CUTE	♥♥♥♥	
L15	ROLLOUT	RCK	TOUGH	♥♥♥	
L21	BUBBLEBEAM	WTR	BEAUTY	♥	♥♥♥
L28	DOUBLE-EDGE	NRM	TOUGH	♥♥♥♥♥♥	
L36	RAIN DANCE	WTR	TOUGH	♥	
L45	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	
EG	LIGHT SCREEN	PSY	BEAUTY	♥	
EG	PRESENT	NRM	CUTE	♥♥♥	
EG	AMNESIA	PSY	CUTE	♥	
EG	FUTURE SIGHT	PSY	SMART	♥♥♥	
EG	BELLY DRUM	NRM	CUTE	♥	
EG	PERISH SONG	NRM	BEAUTY	♥♥	♥
EG	SUPERSONIC	NRM	SMART	♥♥♥	
EG	SUBSTITUTE	NRM	SMART	♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	27	RETURN	NRM
03	WATER PULSE	WTR	28	DIG	GRD
06	TOXIC	PSN	31	BRICK BREAK	FTG
07	HAIL	ICE	32	DOUBLE TEAM	NRM
10	HIDDEN POWER	NRM	42	FACADE	NRM
13	ICE BEAM	ICE	43	SECRET POWER	NRM
14	BLIZZARD	ICE	44	REST	PSY
17	PROTECT	NRM	45	ATTRACT	NRM
18	RAIN DANCE	WTR			
21	FRUSTRATION	NRM			
23	IRON TAIL	STL			

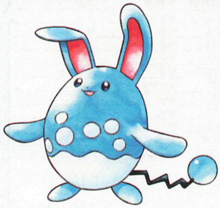
HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
04	STRENGTH	NRM
06	ROCK SMASH	FTG
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	SEISMIC TOSS (BP)	FTG
ROLLOUT	RCK	MUD-SLAP (BP)	GRD
DOUBLE-EDGE	NRM	BODY SLAM (BP)	NRM
SLEEP TALK	NRM	DEFENSE CURL (BP)	NRM
DYNAMICPUNCH	FTG	MEGA KICK (BP)	NRM
SUBSTITUTE	NRM	MEGA PUNCH (BP)	NRM
MIMIC	NRM	ICE PUNCH (BP)	ICE
SNORE (BP)	NRM		
ICY WIND (BP)	ICE		
ENDURE (BP)	NRM		
SWIFT (BP)	NRM		

#56 AZUMARILL



TYPE: WATER
ABILITY: THICK FAT / HUGE POWER
EGG: WATER 1 / FAIRY
HEIGHT / WEIGHT: 2'7" / 63 lbs.

HP	■■■□	DEFENSE	■■□□
SPEED	■□□□	SA	■□□□
ATTACK	■□□□	SD	■■□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	DEFENSE CURL	NRM	CUTE	♥♥	
L1	TAIL WHIP	NRM	CUTE	♥♥	
L1	WATER GUN	WTR	CUTE	♥♥♥♥	
L3	DEFENSE CURL	NRM	CUTE	♥♥	
L6	TAIL WHIP	NRM	CUTE	♥♥	
L10	WATER GUN	WTR	CUTE	♥♥♥♥	
L15	ROLLOUT	RCK	TOUGH	♥♥♥	
L24	BUBBLEBEAM	WTR	BEAUTY	♥	♥♥♥
L34	DOUBLE-EDGE	NRM	TOUGH	♥♥♥♥♥♥	
L45	RAIN DANCE	WTR	TOUGH	♥	
L57	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	23	IRON TAIL	STL			
03	WATER PULSE	WTR	27	RETURN	NRM			
06	TOXIC	PSN	28	DIG	GRD			
07	HAIL	ICE	31	BRICK BREAK	FTG			
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
13	ICE BEAM	ICE	42	FACADE	NRM			
14	BLIZZARD	ICE	43	SECRET POWER	NRM			
15	HYPER BEAM	NRM	44	REST	PSY			
17	PROTECT	NRM	45	ATTRACT	NRM			
18	RAIN DANCE	WTR						
21	FRUSTRATION	NRM						

HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
04	STRENGTH	NRM
06	ROCK SMASH	FTG
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	SEISMIC TOSS (BP)	FTG		
ROLLOUT	RCK	MUD-SLAP (BP)	GRD		
DOUBLE-EDGE	NRM	BODY SLAM (BP)	NRM		
SLEEP TALK	NRM	DEFENSE CURL (BP)	NRM		
DYNAMICPUNCH	FTG	MEGA KICK (BP)	NRM		
SUBSTITUTE	NRM	MEGA PUNCH (BP)	NRM		
MIMIC	NRM	ICE PUNCH (BP)	ICE		
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
SWIFT (BP)	NRM				

#57 GEODUDE

TYPE: ROCK-GROUND
ABILITY: ROCK HEAD / STURDY
EGG: MINERAL
HEIGHT / WEIGHT: 1'4" / 44 lbs.

HP / DEFENSE / SPEED / SA / ATTACK / SD

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	DEFENSE CURL	NRM	CUTE	♥♥	
L6	MUD SPORT	GRD	CUTE	♥♥♥♥	
L11	ROCK THROW	RCK	TOUGH	♥♥	
L16	MAGNITUDE	GRD	TOUGH	♥	
L21	SELFDESTRUCT	NRM	BEAUTY	♥♥♥♥♥♥♥♥	
L26	ROLLOUT	NRM	TOUGH	♥♥♥	
L31	ROCK BLAST	RCK	TOUGH	♥♥	
L36	EARTHQUAKE	GRD	TOUGH	♥	♥♥♥
L41	EXPLOSION	NRM	BEAUTY	♥♥♥♥♥♥♥♥	
L46	DOUBLE-EDGE	NRM	TOUGH	♥♥♥♥♥♥	
EG	MEGA PUNCH	NRM	TOUGH	♥♥♥♥	
EG	ROCK SLIDE	RCK	TOUGH	♥	♥♥♥
EG	BLOCK	NRM	CUTE	♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	35	FLAMETHROWER	FIRE			
06	TOXIC	PSN	37	SANDSTORM	RCK			
10	HIDDEN POWER	NRM	38	FIRE BLAST	FIRE			
11	SUNNY DAY	FIRE	39	ROCK TOMB	RCK			
17	PROTECT	NRM	42	FACADE	NRM			
21	FRUSTRATION	NRM	43	SECRET POWER	NRM			
26	EARTHQUAKE	GRD	44	REST	PSY			
27	RETURN	NRM	45	ATTRACT	NRM			
28	DIG	GRD						
31	BRICK BREAK	FTG						
32	DOUBLE TEAM	NRM						

HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	COUNTER (BP)	FTG		
ROLLOUT	RCK	ENDURE (BP)	NRM		
DOUBLE-EDGE	NRM	SEISMIC TOSS (BP)	FTG		
EXPLOSION	NRM	MUD-SLAP (BP)	GRD		
SLEEP TALK	NRM	BODY SLAM (BP)	NRM		
DYNAMICPUNCH	FTG	FIRE PUNCH (BP)	FIRE		
SUBSTITUTE	NRM	DEFENSE CURL (BP)	NRM		
MIMIC	NRM	MEGA PUNCH (BP)	NRM		
METRONOME	NRM				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				

#58 GRAVELER

TYPE: ROCK-GROUND
ABILITY: ROCK HEAD / STURDY
EGG: MINERAL
HEIGHT / WEIGHT: 3'3" / 232 lbs.

HP / DEFENSE / SPEED / SA / ATTACK / SD

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	DEFENSE CURL	NRM	CUTE	♥♥	
L1	MUD SPORT	GRD	CUTE	♥♥♥♥	
L1	ROCK THROW	RCK	TOUGH	♥♥	
L6	MUD SPORT	GRD	CUTE	♥♥♥♥	
L11	ROCK THROW	RCK	TOUGH	♥♥	
L16	MAGNITUDE	GRD	TOUGH	♥	
L21	SELFDESTRUCT	NRM	BEAUTY	♥♥♥♥♥♥♥♥	
L29	ROLLOUT	NRM	TOUGH	♥♥♥	
L37	ROCK BLAST	RCK	TOUGH	♥♥	
L45	EARTHQUAKE	GRD	TOUGH	♥	♥♥♥
L53	EXPLOSION	NRM	BEAUTY	♥♥♥♥♥♥♥♥	
L62	DOUBLE-EDGE	NRM	TOUGH	♥♥♥♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	35	FLAMETHROWER	FIRE			
06	TOXIC	PSN	37	SANDSTORM	RCK			
10	HIDDEN POWER	NRM	38	FIRE BLAST	FIRE			
11	SUNNY DAY	FIRE	39	ROCK TOMB	RCK			
17	PROTECT	NRM	42	FACADE	NRM			
21	FRUSTRATION	NRM	43	SECRET POWER	NRM			
26	EARTHQUAKE	GRD	44	REST	PSY			
27	RETURN	NRM	45	ATTRACT	NRM			
28	DIG	GRD						
31	BRICK BREAK	FTG						
32	DOUBLE TEAM	NRM						

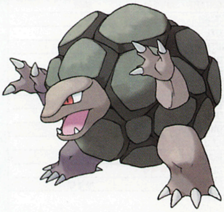
HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	COUNTER (BP)	FTG		
ROLLOUT	RCK	ENDURE (BP)	NRM		
DOUBLE-EDGE	NRM	SEISMIC TOSS (BP)	FTG		
EXPLOSION	NRM	MUD-SLAP (BP)	GRD		
SLEEP TALK	NRM	BODY SLAM (BP)	NRM		
DYNAMICPUNCH	FTG	FIRE PUNCH (BP)	FIRE		
SUBSTITUTE	NRM	DEFENSE CURL (BP)	NRM		
MIMIC	NRM	MEGA PUNCH (BP)	NRM		
METRONOME	NRM				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				

#59 GOLEM



TYPE: ROCK-GROUND
ABILITY: ROCK HEAD / STURDY
EGG: MINERAL
HEIGHT / WEIGHT: 4'7" / 622 lbs.

HP | DEFENSE
SPEED | SA
ATTACK | SD

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	DEFENSE CURL	NRM	CUTE	♥♥	
L1	MUD SPORT	GRD	CUTE	♥♥♥♥	
L1	ROCK THROW	RCK	TOUGH	♥♥	
L6	MUD SPORT	GRD	CUTE	♥♥♥♥	
L11	ROCK THROW	RCK	TOUGH	♥♥	
L16	MAGNITUDE	GRD	TOUGH	♥	
L21	SELFDESTRUCT	NRM	BEAUTY	♥♥♥♥♥♥♥♥	
L29	ROLLOUT	NRM	TOUGH	♥♥♥	
L37	ROCK BLAST	RCK	TOUGH	♥♥	
L45	EARTHQUAKE	GRD	TOUGH	♥	♥♥♥
L53	EXPLOSION	NRM	BEAUTY	♥♥♥♥♥♥♥♥	
L62	DOUBLE-EDGE	NRM	TOUGH	♥♥♥♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	31	BRICK BREAK	FTG			
05	ROAR	NRM	32	DOUBLE TEAM	NRM			
06	TOXIC	PSN	35	FLAMETHROWER	FIRE			
10	HIDDEN POWER	NRM	37	SANDSTORM	RCK			
11	SUNNY DAY	FIRE	38	FIRE BLAST	FIRE			
15	HYPER BEAM	NRM	39	ROCK TOMB	RCK			
17	PROTECT	NRM	42	FACADE	NRM			
21	FRUSTRATION	NRM	43	SECRET POWER	NRM			
26	EARTHQUAKE	GRD	44	REST	PSY			
27	RETURN	NRM	45	ATTRACT	NRM			
28	DIG	GRD						

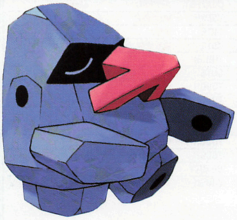
HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ROCK SLIDE (BP)	RCK		
ROLLOUT	RCK	COUNTER (BP)	FTG		
DOUBLE-EDGE	NRM	ENDURE (BP)	NRM		
EXPLOSION	NRM	SEISMIC TOSS (BP)	FTG		
SLEEP TALK	NRM	MUD-SLAP (BP)	GRD		
DYNAMICPUNCH	FTG	BODY SLAM (BP)	NRM		
SUBSTITUTE	NRM	FIRE PUNCH (BP)	FIRE		
MIMIC	NRM	DEFENSE CURL (BP)	NRM		
METRONOME	NRM	MEGA KICK (BP)	NRM		
FURY CUTTER	BUG	MEGA PUNCH (BP)	NRM		
SNORE (BP)	NRM				

#60 NOSEPASS



TYPE: ROCK
ABILITY: STURDY / MAGNET PULL
EGG: MINERAL
HEIGHT / WEIGHT: 3'3" / 214 lbs.

HP | DEFENSE
SPEED | SA
ATTACK | SD

EVOLUTION FAMILY

NO EVOLUTION

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L7	HARDEN	NRM	TOUGH	♥♥	
L13	ROCK THROW	RCK	TOUGH	♥♥	
L16	BLOCK	NRM	CUTE	♥♥	
L22	THUNDER WAVE	ELC	COOL	♥♥	♥
L28	ROCK SLIDE	RCK	TOUGH	♥	♥♥♥
L31	SANDSTORM	RCK	TOUGH	♥♥♥	
L37	REST	PSY	CUTE	♥♥	
L43	ZAP CANNON	ELC	COOL	♥♥♥♥	
L46	LOCK-ON	NRM	SMART	♥♥♥	
EG	MAGNITUDE	GRD	TOUGH	♥	
EG	ROLLOUT	RCK	TOUGH	♥♥♥	
EG	EXPLOSION	NRM	BEAUTY	♥♥♥♥♥♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	34	SHOCK WAVE	ELC			
10	HIDDEN POWER	NRM	37	SANDSTORM	RCK			
11	SUNNY DAY	FIRE	39	ROCK TOMB	RCK			
12	TAUNT	DRK	41	TORMENT	DRK			
17	PROTECT	NRM	42	FACADE	NRM			
21	FRUSTRATION	NRM	43	SECRET POWER	NRM			
24	THUNDERBOLT	ELC	44	REST	PSY			
25	THUNDER	ELC	45	ATTRACT	NRM			
26	EARTHQUAKE	GRD						
27	RETURN	NRM						
32	DOUBLE TEAM	NRM						

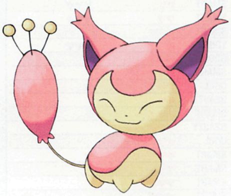
HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ENDURE (BP)	NRM		
ROLLOUT	RCK	THUNDER WAVE (BP)	ELC		
DOUBLE-EDGE	NRM	MUD-SLAP (BP)	GRD		
EXPLOSION	NRM	BODY SLAM (BP)	NRM		
SLEEP TALK	NRM	FIRE PUNCH (BP)	FIRE		
DYNAMICPUNCH	FTG	DEFENSE CURL (BP)	NRM		
SUBSTITUTE	NRM	ICE PUNCH (BP)	ICE		
MIMIC	NRM				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
THUNDERPUNCH (BP)	ELC				

#61 SKITTY



TYPE: NORMAL
ABILITY: CUTE CHARM
EGG: FIELD / FAIRY
HEIGHT / WEIGHT: 2'0" / 24 lbs.

Stat	Bar	Stat	Bar
HP	■■□□	DEFENSE	■□□□
SPEED	■□□□	SA	■□□□
ATTACK	■□□□	SD	■□□□

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	GROWL	NRM	CUTE	♥♥	
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L3	TAIL WHIP	NRM	CUTE	♥♥	
L7	ATTRACT	NRM	CUTE	♥♥	
L13	SING	NRM	CUTE	♥♥	
L15	DOUBLESLAP	NRM	TOUGH	♥♥	♥
L19	ASSIST	NRM	CUTE	♥	
L25	CHARM	NRM	CUTE	♥♥	♥
L27	FAINT ATTACK	DRK	SMART	♥♥	
L31	COVET	NRM	CUTE	♥	
L37	HEAL BELL	NRM	BEAUTY	♥♥	
L39	DOUBLE-EDGE	NRM	TOUGH	♥♥♥♥♥♥	
EG	HELPING HAND	NRM	SMART	♥♥	
EG	PSYCH UP	NRM	SMART	♥♥	
EG	UPROAR	NRM	CUTE	♥♥♥	
EG	FAKE TEARS	DRK	SMART	♥♥	
EG	WISH	NRM	CUTE	♥♥♥	
EG	BATON PASS	NRM	CUTE	♥♥	
EG	SUBSTITUTE	NRM	SMART	♥♥	
EG	TICKLE	NRM	CUTE	♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	22	SOLARBEAM	GRS	44	REST	PSY
04	CALM MIND	PSY	23	IRON TAIL	STL	45	ATTRACT	NRM
06	TOXIC	PSN	24	THUNDERBOLT	ELC			
10	HIDDEN POWER	NRM	25	THUNDER	ELC			
11	SUNNY DAY	FIRE	27	RETURN	NRM			
13	ICE BEAM	ICE	28	DIG	GRD			
14	BLIZZARD	ICE	30	SHADOW BALL	GHO			
17	PROTECT	NRM	32	DOUBLE TEAM	NRM			
18	RAIN DANCE	WTR	34	SHOCK WAVE	ELC			
20	SAFEGUARD	NRM	42	FACADE	NRM			
21	FRUSTRATION	NRM	43	SECRET POWER	NRM			

HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	MUD-SLAP (BP)	GRD		
ROLLOUT	RCK	BODY SLAM (BP)	NRM		
DOUBLE-EDGE	NRM	THUNDER WAVE (BP)	ELC		
SLEEP TALK	NRM	DEFENSE CURL (BP)	NRM		
SUBSTITUTE	NRM	DREAM EATER (BP)	PSY		
MIMIC	NRM				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
SWIFT (BP)	NRM				

#62 DELCATTY

TYPE: NORMAL
ABILITY: CUTE CHARM
EGG: FIELD / FAIRY
HEIGHT / WEIGHT: 3'7" / 72 lbs.

Stat	Bar	Stat	Bar
HP	■■□□	DEFENSE	■■□□
SPEED	■■□□	SA	■■□□
ATTACK	■■□□	SD	■■□□

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	GROWL	NRM	CUTE	♥♥	
L1	ATTRACT	NRM	CUTE	♥♥	
L1	SING	NRM	CUTE	♥♥	
L1	DOUBLESLAP	NRM	TOUGH	♥♥	♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	21	FRUSTRATION	NRM	43	SECRET POWER	NRM
04	CALM MIND	PSY	22	SOLARBEAM	GRS	44	REST	PSY
06	TOXIC	PSN	23	IRON TAIL	STL	45	ATTRACT	NRM
10	HIDDEN POWER	NRM	24	THUNDERBOLT	ELC			
11	SUNNY DAY	FIRE	25	THUNDER	ELC			
13	ICE BEAM	ICE	27	RETURN	NRM			
14	BLIZZARD	ICE	28	DIG	GRD			
15	HYPER BEAM	NRM	30	SHADOW BALL	GHO			
17	PROTECT	NRM	32	DOUBLE TEAM	NRM			
18	RAIN DANCE	WTR	34	SHOCK WAVE	ELC			
20	SAFEGUARD	NRM	42	FACADE	NRM			

HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	FTG

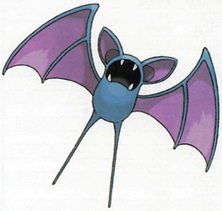
LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	MUD-SLAP (BP)	GRD		
ROLLOUT	RCK	BODY SLAM (BP)	NRM		
DOUBLE-EDGE	NRM	THUNDER WAVE (BP)	ELC		
SLEEP TALK	NRM	DEFENSE CURL (BP)	NRM		
SUBSTITUTE	NRM	DREAM EATER (BP)	PSY		
MIMIC	NRM				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
SWIFT (BP)	NRM				

#63

ZUBAT

#63 ZUBAT



TYPE: POISON-FLYING
ABILITY: INNER FOCUS
EGG: FLYING
HEIGHT / WEIGHT: 2'7" / 17 lbs.

HP ■□□□ DEFENSE ■□□□
SPEED ■■□□ SA ■□□□
ATTACK ■□□□ SD ■□□□

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	LEECH LIFE	BUG	SMART	♥♥	♥♥♥
L6	ASTONISH	GHO	SMART	♥♥	♥♥♥
L11	SUPERSONIC	NRM	SMART	♥♥♥	
L16	BITE	DRK	TOUGH	♥	♥♥♥
L21	WING ATTACK	FLY	COOL	♥♥	
L26	CONFUSE RAY	GHO	SMART	♥♥♥	
L31	AIR CUTTER	FLY	COOL	♥♥	♥
L36	MEAN LOOK	NRM	BEAUTY	♥♥	
L41	POISON FANG	PSN	SMART	♥♥♥	
L46	HAZE	ICE	BEAUTY	♥♥♥	
EG	QUICK ATTACK	NRM	COOL	♥♥♥	
EG	PURSUIT	DRK	SMART	♥♥	♥
EG	FAINT ATTACK	DRK	SMART	♥♥	
EG	GUST	FLY	SMART	♥♥♥	
EG	WHIRLWIND	NRM	SMART	♥♥♥	
EG	CURSE	???	TOUGH	♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	36	SLUDGE BOMB	PSN			
10	HIDDEN POWER	NRM	40	AERIAL ACE	FLY			
11	SUNNY DAY	FIRE	41	TORMENT	DRK			
12	TAUNT	DRK	42	FACADE	NRM			
17	PROTECT	NRM	43	SECRET POWER	NRM			
18	RAIN DANCE	WTR	44	REST	PSY			
19	GIGA DRAIN	GRS	45	ATTRACT	NRM			
21	FRUSTRATION	NRM	46	THIEF	DRK			
27	RETURN	NRM	47	STEEL WING	STL			
30	SHADOW BALL	GHO	49	SNATCH	DRK			
32	DOUBLE TEAM	NRM						

HM MOVES

HM	ATTACK	TYPE

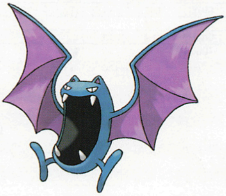
LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ENDURE (BP)	NRM				
SWIFT (BP)	NRM				

#64

GOLBAT

#64 GOLBAT



TYPE: POISON-FLYING
ABILITY: INNER FOCUS
EGG: FLYING
HEIGHT / WEIGHT: 5'3" / 121 lbs.

HP ■■□□ DEFENSE ■■□□
SPEED ■■■□ SA ■■□□
ATTACK ■■□□ SD ■■□□

UNUSUAL EVOLUTION

Golbat will evolve into Crobat, a Pokémon with higher HP and Speed, when your Friendship is very strong.

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	LEECH LIFE	BUG	SMART	♥	♥♥♥
L1	SCREECH	NRM	SMART	♥♥	♥♥♥
L1	SUPERSONIC	NRM	SMART	♥♥	♥♥♥
L1	ASTONISH	GHO	SMART	♥♥♥	
L6	SUPERSONIC	NRM	SMART	♥♥♥	
L11	ASTONISH	GHO	SMART	♥♥	♥♥♥
L16	BITE	DRK	TOUGH	♥	♥♥♥
L21	WING ATTACK	FLY	COOL	♥♥	
L28	CONFUSE RAY	GHO	SMART	♥♥♥	
L35	AIR CUTTER	FLY	COOL	♥♥	♥
L42	MEAN LOOK	NRM	BEAUTY	♥♥	
L49	POISON FANG	PSN	SMART	♥♥♥	
L56	HAZE	ICE	BEAUTY	♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	32	DOUBLE TEAM	NRM			
10	HIDDEN POWER	NRM	36	SLUDGE BOMB	PSN			
11	SUNNY DAY	FIRE	40	AERIAL ACE	FLY			
12	TAUNT	DRK	41	TORMENT	DRK			
15	HYPER BEAM	NRM	42	FACADE	NRM			
17	PROTECT	NRM	43	SECRET POWER	NRM			
18	RAIN DANCE	WTR	44	REST	PSY			
19	GIGA DRAIN	GRS	45	ATTRACT	NRM			
21	FRUSTRATION	NRM	46	THIEF	DRK			
27	RETURN	NRM	47	STEEL WING	STL			
30	SHADOW BALL	GHO	49	SNATCH	DRK			

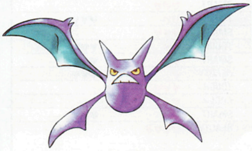
HM MOVES

HM	ATTACK	TYPE

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ENDURE (BP)	NRM				
SWIFT (BP)	NRM				

#65 CROBAT



TYPE: POISON-FLYING
ABILITY: INNER FOCUS
EGG: FLYING
HEIGHT / WEIGHT: 5'11" / 165 lbs.

HP	■■■□	DEFENSE	■■□□
SPEED	■■■■	SA	■■□□
ATTACK	■■■□	SD	■■□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	LEECH LIFE	BUG	SMART	♥	♥♥♥
L1	SCREECH	NRM	SMART	♥♥	♥♥♥
L1	ASTONISH	GHO	SMART	♥♥♥	
L1	SUPERSONIC	NRM	SMART	♥♥	♥♥♥
L6	ASTONISH	GHO	SMART	♥♥	♥♥♥
L11	SUPERSONIC	NRM	SMART	♥♥♥	
L16	BITE	DRK	TOUGH	♥	♥♥♥
L21	WING ATTACK	FLY	COOL	♥♥	
L28	CONFUSE RAY	GHO	SMART	♥♥♥	
L35	AIR CUTTER	FLY	COOL	♥♥	♥
L42	MEAN LOOK	NRM	BEAUTY	♥♥	
L49	POISON FANG	PSN	SMART	♥♥♥	
L56	HAZE	ICE	BEAUTY	♥♥♥	

EVOLUTION FAMILY

EVOLVES AT LEVEL 22

GOLBAT
FRIENDLY EVOLUTION

CROBAT

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	32	DOUBLE TEAM	NRM
10	HIDDEN POWER	NRM	36	SLUDGE BOMB	PSN
11	SUNNY DAY	FIRE	40	AERIAL ACE	FLY
12	TAUNT	DRK	41	TORMENT	DRK
15	HYPER BEAM	NRM	42	FACADE	NRM
17	PROTECT	NRM	43	SECRET POWER	NRM
18	RAIN DANCE	WTR	44	REST	PSY
19	GIGA DRAIN	GRS	45	ATTRACT	NRM
21	FRUSTRATION	NRM	46	THIEF	DRK
27	RETURN	NRM	47	STEEL WING	STL
30	SHADOW BALL	GHO	49	SNATCH	DRK

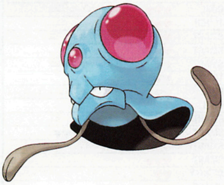
HM MOVES

HM	ATTACK	TYPE
02	FLY	FLY

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ENDURE (BP)	NRM
SWIFT (BP)	NRM

#66 TENTACOOL



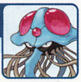
TYPE: WATER-POISON
ABILITY: CLEAR BODY / LIQUID OOZE
EGG: WATER 3
HEIGHT / WEIGHT: 2'11" / 100 lbs.

HP	■□□□	DEFENSE	■□□□
SPEED	■■□□	SA	■□□□
ATTACK	■□□□	SD	■■■□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	POISON STING	PSN	SMART	♥♥	♥♥♥
L6	SUPERSONIC	NRM	SMART	♥♥♥	
L12	CONSTRICT	NRM	TOUGH	♥♥	♥♥♥
L19	ACID	PSN	SMART	♥	♥♥♥♥
L25	BUBBLEBEAM	WTR	BEAUTY	♥	♥♥♥
L30	WRAP	NRM	TOUGH	♥♥♥	
L36	BARRIER	PSY	COOL	♥	
L43	SCREECH	NRM	SMART	♥	♥♥♥
L49	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	
EG	AURORA BEAM	ICE	BEAUTY	♥♥	♥
EG	MIRROR COAT	PSY	BEAUTY	♥♥	
EG	RAPID SPIN	NRM	COOL	♥♥	
EG	HAZE	ICE	BEAUTY	♥♥♥	
EG	SAFEGUARD	NRM	BEAUTY	♥	
EG	CONFUSE RAY	GHO	SMART	♥♥♥	

EVOLUTION FAMILY

EVOLVES AT LEVEL 30

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TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	32	DOUBLE TEAM	NRM
06	TOXIC	PSN	36	SLUDGE BOMB	PSN
07	HAIL	ICE	42	FACADE	NRM
10	HIDDEN POWER	NRM	43	SECRET POWER	NRM
13	ICE BEAM	ICE	44	REST	PSY
14	BLIZZARD	ICE	45	ATTRACT	NRM
17	PROTECT	NRM	46	THIEF	DRK
18	RAIN DANCE	WTR			
19	GIGA DRAIN	GRS			
21	FRUSTRATION	NRM			
27	RETURN	NRM			

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
03	SURF	WTR
07	WATERFALL	WTR
08	DIVE	WTR

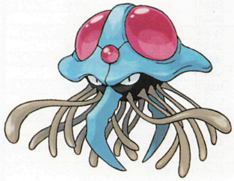
LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ICY WIND (BP)	ICE
ENDURE (BP)	NRM
SWORDS DANCE (BP)	NRM

#67

TENTACRUEL

#67 TENTACRUEL



TYPE: WATER-POISON

ABILITY: CLEAR BODY / LIQUID OOZE

EGG: WATER 3

HEIGHT / WEIGHT: 5'3" / 121 lbs.

HP	■■□□	DEFENSE	■■□□
SPEED	■■■□	SA	■■□□
ATTACK	■■□□	SD	■■■■

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	POISON STING	PSN	SMART	♥♥	♥♥♥
L1	SUPERSONIC	NRM	SMART	♥♥♥	
L1	CONSTRICT	NRM	TOUGH	♥♥	♥♥♥
L6	SUPERSONIC	NRM	SMART	♥♥♥	
L12	CONSTRICT	NRM	TOUGH	♥♥	♥♥♥
L19	ACID	PSN	SMART	♥	♥♥♥♥
L25	BUBBLEBEAM	WTR	BEAUTY	♥	♥♥♥
L30	WRAP	NRM	TOUGH	♥♥♥	
L38	BARRIER	PSY	COOL	♥	
L47	SCREECH	NRM	SMART	♥	♥♥♥
L55	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	

EVOLUTION FAMILY

EVOLVES AT LEVEL 30

TENTACRUEL

TM MOVES

TM	ATTACK	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
27	RETURN	NRM
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
03	SURF	WTR
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ICY WIND (BP)	ICE
ENDURE (BP)	NRM
SWORDS DANCE (BP)	NRM

#68

SABLEYE

#68 SABLEYE

TYPE: DARK-GHOST

ABILITY: KEEN EYE

EGG: HUMAN-LIKE

HEIGHT / WEIGHT: 1'8" / 24 lbs.

HP	■■□□	DEFENSE	■■□□
SPEED	■□□□	SA	■■□□
ATTACK	■■□□	SD	■■□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	LEER	NRM	COOL	♥♥♥	
L1	SCRATCH	NRM	TOUGH	♥♥♥♥	
L5	FORESIGHT	NRM	SMART	♥♥♥	
L9	NIGHT SHADE	GHO	SMART	♥♥	♥
L13	ASTONISH	GHO	SMART	♥♥	♥♥♥
L17	FURY SWIPE	NRM	TOUGH	♥♥	♥
L21	FAKE OUT	NRM	CUTE	♥♥	♥
L25	DETECT	FTG	COOL	♥♥	
L29	FAINT ATTACK	DRK	SMART	♥♥	
L33	KNOCK OFF	DRK	SMART	♥	♥♥♥♥
L37	CONFUSE RAY	GHO	SMART	♥♥♥	
L41	SHADOW BALL	GHO	SMART	♥♥♥	
L45	MEAN LOOK	NRM	BEAUTY	♥♥	
EG	PSYCH UP	NRM	SMART	♥♥	
EG	RECOVER	NRM	SMART	♥♥	♥
EG	MOONLIGHT	NRM	BEAUTY	♥	

EVOLUTION FAMILY

NO EVOLUTION

TM MOVES

TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG
03	WATER PULSE	WTR
04	CALM MIND	PSY
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
27	RETURN	NRM
28	DIG	GRD
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
39	ROCK TOMB	RCK
40	AERIAL ACE	FLY
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
49	SNATCH	DRK

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
05	FLASH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
DYNAMICPUNCH	FTG
SUBSTITUTE	NRM
MIMIC	NRM
METRONOME	NRM
FURY CUTTER	BUG
SNORE (BP)	NRM
COUNTER (BP)	FTG
THUNDERPUNCH (BP)	ELC
ENDURE (BP)	NRM
PSYCH UP (BP)	NRM
SEISMIC TOSS (BP)	FTG
MUD-SLAP (BP)	GRD
BODY SLAM (BP)	NRM
FIRE PUNCH (BP)	FIRE
MEGA KICK (BP)	NRM
MEGA PUNCH (BP)	NRM
DREAM EATER (BP)	PSY
ICE PUNCH (BP)	ICE

#69 MAWILE

TYPE: STEEL	
ABILITY: HYPER CUTTER / INTIMIDATE	
EGG: FIELD / FAIRY	
HEIGHT / WEIGHT: 2'0" / 25 lbs.	

HP	■■□□	DEFENSE	■■■□
SPEED	■□□□	SA	■■□□
ATTACK	■■■□	SD	■■□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	ASTONISH	GHO	SMART	♥♥	♥♥♥
L6	FAKE TEARS	DRK	SMART	♥♥	
L11	BITE	DRK	TOUGH	♥	♥♥♥
L16	SWEET SCENT	NRM	CUTE	♥	♥♥♥
L21	VICEGRIP	NRM	TOUGH	♥♥♥♥	
L26	FAINT ATTACK	DRK	SMART	♥♥	
L31	BATON PASS	NRM	CUTE	♥♥	
L36	CRUNCH	DRK	TOUGH	♥	♥♥♥♥
L41	IRON DEFENSE	STL	TOUGH	♥	
L46	STOCKPILE	NRM	TOUGH	♥♥	
L46	SWALLOW	NRM	TOUGH	♥	
L46	SPIT UP	NRM	TOUGH	♥♥♥♥	
EG	SWORDS DANCE	NRM	BEAUTY	♥	
EG	FALSE SWIPE	NRM	COOL	♥	♥♥♥
EG	POISON FANG	PSN	SMART	♥♥♥	
EG	PSYCH UP	NRM	SMART	♥♥	
EG	ANCIENTPOWER	RCK	TOUGH	♥	
EG	TICKLE	NRM	CUTE	♥♥♥	

EVOLUTION FAMILY

NO EVOLUTION

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	27	RETURN	NRM	44	REST	PSY
06	TOXIC	PSN	31	BRICK BREAK	FTG	45	ATTRACT	NRM
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
11	SUNNY DAY	FIRE	35	FLAMETHROWER	FIRE			
12	TAUNT	DRK	36	SLUDGE BOMB	PSN			
13	ICE BEAM	ICE	37	SANDSTORM	RCK			
15	HYPER BEAM	NRM	38	FIRE BLAST	FIRE			
17	PROTECT	NRM	39	ROCK TOMB	RCK			
18	RAIN DANCE	WTR	41	TORMENT	DRK			
21	FRUSTRATION	NRM	42	FACADE	NRM			
22	SOLARBEAM	GRS	43	SECRET POWER	NRM			

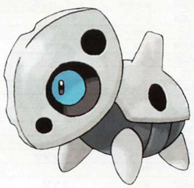
HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ENDURE (BP)	NRM		
DOUBLE-EDGE	NRM	PSYCH UP (BP)	NRM		
SLEEP TALK	NRM	SEISMIC TOSS (BP)	FTG		
DYNAMICPUNCH	FTG	SWORDS DANCE (BP)	NRM		
SUBSTITUTE	NRM	MUD-SLAP (BP)	GRD		
MIMIC	NRM	BODY SLAM (BP)	NRM		
SNORE (BP)	NRM	MEGA KICK (BP)	NRM		
ROCK SLIDE (BP)	RCK	MEGA PUNCH (BP)	NRM		
COUNTER (BP)	FTG	ICE PUNCH (BP)	ICE		
THUNDERPUNCH (BP)	ELC				
ICY WIND (BP)	ICE				

#70 ARON



TYPE: STEEL-ROCK	
ABILITY: STURDY / ROCK HEAD	
EGG: MONSTER	
HEIGHT / WEIGHT: 1'4" / 132 lbs.	

HP	■■□□	DEFENSE	■■■□
SPEED	■□□□	SA	■□□□
ATTACK	■■□□	SD	■□□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L4	HARDEN	NRM	TOUGH	♥♥	
L7	MUD-SLAP	GRD	CUTE	♥♥	♥
L10	HEADBUTT	NRM	TOUGH	♥♥	♥♥♥
L13	METAL CLAW	STL	COOL	♥♥♥♥	
L17	IRON DEFENSE	STL	TOUGH	♥	
L21	ROAR	NRM	COOL	♥♥♥	
L25	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
L29	IRON TAIL	STL	COOL	♥	♥♥♥♥
L34	PROTECT	NRM	CUTE	♥	
L39	METAL SOUND	STL	SMART	♥	♥♥♥
L44	DOUBLE-EDGE	NRM	TOUGH	♥♥♥♥♥♥	
EG	ENDEAVOR	NRM	TOUGH	♥♥	
EG	BODY SLAM	NRM	TOUGH	♥	♥♥♥♥
EG	STOMP	NRM	TOUGH	♥	♥♥♥♥
EG	SMELLINGSALT	NRM	SMART	♥♥	♥♥♥

EVOLUTION FAMILY

EVOLVES AT LEVEL 32

LAIRON

EVOLVES AT LEVEL 42

AGGRON

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	28	DIG	GRD			
05	ROAR	NRM	32	DOUBLE TEAM	NRM			
06	TOXIC	PSN	34	SHOCK WAVE	ELC			
10	HIDDEN POWER	NRM	37	SANDSTORM	RCK			
11	SUNNY DAY	FIRE	39	ROCK TOMB	RCK			
17	PROTECT	NRM	40	AERIAL ACE	FLY			
18	RAIN DANCE	WTR	42	FACADE	NRM			
21	FRUSTRATION	NRM	43	SECRET POWER	NRM			
23	IRON TAIL	STL	44	REST	PSY			
26	EARTHQUAKE	GRD	45	ATTRACT	NRM			
27	RETURN	NRM						

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	BODY SLAM (BP)	NRM		
ROLLOUT	RCK	DEFENSE CURL (BP)	NRM		
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
FURY CUTTER	BUG				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
ENDURE (BP)	NRM				
MUD-SLAP (BP)	GRD				

#71 LAIRON

TYPE: STEEL-ROCK
ABILITY: STURDY / ROCK HEAD
EGG: MONSTER
HEIGHT / WEIGHT: 2’11” / 265 lbs.

HP	■■□□	DEFENSE	■■■■
SPEED	■□□□	SA	■□□□
ATTACK	■■■□	SD	■□□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	HARDEN	NRM	TOUGH	♥♥	
L1	MUD-SLAP	GRD	CUTE	♥♥	♥
L1	HEADBUTT	NRM	TOUGH	♥♥	♥♥♥
L4	HARDEN	NRM	TOUGH	♥♥	
L7	MUD-SLAP	GRD	CUTE	♥♥	♥
L10	HEADBUTT	NRM	TOUGH	♥♥	♥♥♥
L13	METAL CLAW	STL	COOL	♥♥♥♥	
L17	IRON DEFENSE	STL	TOUGH	♥	
L21	ROAR	NRM	COOL	♥♥♥	
L25	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
L29	IRON TAIL	STL	COOL	♥	♥♥♥♥
L37	PROTECT	NRM	CUTE	♥	
L45	METAL SOUND	STL	SMART	♥	♥♥♥
L53	DOUBLE-EDGE	NRM	TOUGH	♥♥♥♥♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	28	DIG	GRD			
05	ROAR	NRM	32	DOUBLE TEAM	NRM			
06	TOXIC	PSN	34	SHOCK WAVE	ELC			
10	HIDDEN POWER	NRM	37	SANDSTORM	RCK			
11	SUNNY DAY	FIRE	39	ROCK TOMB	RCK			
17	PROTECT	NRM	40	AERIAL ACE	FLY			
18	RAIN DANCE	WTR	42	FACADE	NRM			
21	FRUSTRATION	NRM	43	SECRET POWER	NRM			
23	IRON TAIL	STL	44	REST	PSY			
26	EARTHQUAKE	GRD	45	ATTRACT	NRM			
27	RETURN	NRM						

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	BODY SLAM (BP)	NRM		
ROLLOUT	RCK	DEFENSE CURL (BP)	NRM		
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
FURY CUTTER	BUG				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
ENDURE (BP)	NRM				
MUD-SLAP (BP)	GRD				

#72 AGGRON

TYPE: STEEL-ROCK
ABILITY: STURDY / ROCK HEAD
EGG: MONSTER
HEIGHT / WEIGHT: 6’11” / 794 lbs.

HP	■■□□	DEFENSE	■■■■
SPEED	■□□□	SA	■■□□
ATTACK	■■■■	SD	■■□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	HARDEN	NRM	TOUGH	♥♥	
L1	MUD-SLAP	GRD	CUTE	♥♥	♥
L1	HEADBUTT	NRM	TOUGH	♥♥	♥♥♥
L4	HARDEN	NRM	TOUGH	♥♥	
L7	MUD-SLAP	GRD	CUTE	♥♥	♥
L10	HEADBUTT	NRM	TOUGH	♥♥	♥♥♥
L13	METAL CLAW	STL	COOL	♥♥♥♥	
L17	IRON DEFENSE	STL	TOUGH	♥	
L21	ROAR	NRM	COOL	♥♥♥	
L25	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
L29	IRON TAIL	STL	COOL	♥	♥♥♥♥
L37	PROTECT	NRM	CUTE	♥	
L50	METAL SOUND	STL	SMART	♥	♥♥♥
L63	DOUBLE-EDGE	NRM	TOUGH	♥♥♥♥♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	17	PROTECT	NRM	32	DOUBLE TEAM	NRM
02	DRAGON CLAW	DRG	18	RAIN DANCE	WTR	34	SHOCK WAVE	ELC
03	WATER PULSE	WTR	21	FRUSTRATION	NRM	35	FLAMETHROWER	FIRE
05	ROAR	NRM	22	SOLARBEAM	GRS	37	SANDSTORM	RCK
06	TOXIC	PSN	23	IRON TAIL	STL	38	FIRE BLAST	FIRE
10	HIDDEN POWER	NRM	24	THUNDERBOLT	ELC	39	ROCK TOMB	RCK
11	SUNNY DAY	FIRE	25	THUNDER	ELC	40	AERIAL ACE	FLY
12	TAUNT	DRK	26	EARTHQUAKE	GRD	42	FACADE	NRM
13	ICE BEAM	ICE	27	RETURN	NRM	43	SECRET POWER	NRM
14	BLIZZARD	ICE	28	DIG	GRD	44	REST	PSY
15	HYPER BEAM	NRM	31	BRICK BREAK	FTG	45	ATTRACT	NRM

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
03	SURF	WTR
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	THUNDERPUNCH (BP)	ELC	ICE PUNCH (BP)	ICE
ROLLOUT	RCK	ICY WIND (BP)	ICE		
DOUBLE-EDGE	NRM	ENDURE (BP)	NRM		
SLEEP TALK	NRM	SEISMIC TOSS (BP)	FTG		
DYNAMICPUNCH	FTG	THUNDER WAVE (BP)	ELC		
SUBSTITUTE	NRM	MUD-SLAP (BP)	GRD		
MIMIC	NRM	BODY SLAM (BP)	NRM		
FURY CUTTER	BUG	FIRE PUNCH (BP)	FIRE		
SNORE (BP)	NRM	DEFENSE CURL (BP)	NRM		
ROCK SLIDE (BP)	RCK	MEGA KICK (BP)	NRM		
COUNTER (BP)	FTG	MEGA PUNCH (BP)	NRM		

#73 MACHOP

TYPE: FIGHTING
ABILITY: GUTS
EGG: HUMAN-LIKE
HEIGHT / WEIGHT: 2'7" / 43 lbs.

HP · DEFENSE · SPEED · SA · ATTACK · SD

EVOLUTION FAMILY

EVOLVES AT LEVEL 28

MACHOKE
TRADE EVOLUTION

MACHAMP

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	LOW KICK	FTG	TOUGH	♥	♥♥♥♥
L1	LEER	NRM	COOL	♥♥♥	
L7	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
L13	KARATE CHOP	FTG	TOUGH	♥♥♥	
L19	SEISMIC TOSS	FTG	TOUGH	♥♥	♥
L22	FORESIGHT	NRM	SMART	♥♥♥	
L25	REVENGE	FTG	TOUGH	♥♥♥	
L31	VITAL THROW	FTG	COOL	♥♥♥	
L37	SUBMISSION	FTG	COOL	♥♥♥♥♥♥	
L40	CROSS CHOP	FTG	COOL	♥♥♥	
L43	SCARY FACE	NRM	TOUGH	♥♥	♥
L49	DYNAMICPUNCH	FTG	COOL	♥♥	♥
EG	LIGHT SCREEN	PSY	BEAUTY	♥	
EG	MEDITATE	PSY	BEAUTY	♥	
EG	ROLLING KICK	FTG	COOL	♥	♥♥♥
EG	ENCORE	NRM	CUTE	♥♥	
EG	SMELLINGSALT	NRM	SMART	♥♥	♥♥♥
EG	COUNTER	FTG	TOUGH	♥♥	
EG	ROCK SLIDE	RCK	TOUGH	♥	♥♥♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	31	BRICK BREAK	FTG			
06	TOXIC	PSN	32	DOUBLE TEAM	NRM			
08	BULK UP	FTG	35	FLAMETHROWER	FIRE			
10	HIDDEN POWER	NRM	38	FIRE BLAST	FIRE			
11	SUNNY DAY	FIRE	39	ROCK TOMB	RCK			
17	PROTECT	NRM	42	FACADE	NRM			
18	RAIN DANCE	WTR	43	SECRET POWER	NRM			
21	FRUSTRATION	NRM	44	REST	PSY			
26	EARTHQUAKE	GRD	45	ATTRACT	NRM			
27	RETURN	NRM	46	THIEF	DRK			
28	DIG	GRD						

HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ENDURE (BP)	NRM		
DOUBLE-EDGE	NRM	SEISMIC TOSS (BP)	FTG		
SLEEP TALK	NRM	MUD-SLAP (BP)	GRD		
DYNAMICPUNCH	FTG	BODY SLAM (BP)	NRM		
SUBSTITUTE	NRM	FIRE PUNCH (BP)	FIRE		
MIMIC	NRM	MEGA KICK (BP)	NRM		
METRONOME	NRM	MEGA PUNCH (BP)	NRM		
SNORE (BP)	NRM	ICE PUNCH (BP)	ICE		
ROCK SLIDE (BP)	RCK				
COUNTER (BP)	FTG				
THUNDERPUNCH (BP)	ELC				

#74 MACHOKE

TYPE: FIGHTING
ABILITY: GUTS
EGG: HUMAN-LIKE
HEIGHT / WEIGHT: 4'11" / 155 lbs.

HP · DEFENSE · SPEED · SA · ATTACK · SD

EVOLUTION FAMILY

EVOLVES AT LEVEL 28

MACHOKE
TRADE EVOLUTION

MACHAMP

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	LOW KICK	FTG	TOUGH	♥	♥♥♥♥
L1	LEER	NRM	COOL	♥♥♥	
L1	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
L7	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
L13	KARATE CHOP	FTG	TOUGH	♥♥♥	
L19	SEISMIC TOSS	FTG	TOUGH	♥♥	♥
L22	FORESIGHT	NRM	SMART	♥♥♥	
L25	REVENGE	FTG	TOUGH	♥♥♥	
L33	VITAL THROW	FTG	COOL	♥♥♥	
L41	SUBMISSION	FTG	COOL	♥♥♥♥♥♥	
L46	CROSS CHOP	FTG	COOL	♥♥♥	
L51	SCARY FACE	NRM	TOUGH	♥♥	♥
L59	DYNAMICPUNCH	FTG	COOL	♥♥	♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	31	BRICK BREAK	FTG			
06	TOXIC	PSN	32	DOUBLE TEAM	NRM			
08	BULK UP	FTG	35	FLAMETHROWER	FIRE			
10	HIDDEN POWER	NRM	38	FIRE BLAST	FIRE			
11	SUNNY DAY	FIRE	39	ROCK TOMB	RCK			
17	PROTECT	NRM	42	FACADE	NRM			
18	RAIN DANCE	WTR	43	SECRET POWER	NRM			
21	FRUSTRATION	NRM	44	REST	PSY			
26	EARTHQUAKE	GRD	45	ATTRACT	NRM			
27	RETURN	NRM	46	THIEF	DRK			
28	DIG	GRD						

HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ENDURE (BP)	NRM		
DOUBLE-EDGE	NRM	SEISMIC TOSS (BP)	FTG		
SLEEP TALK	NRM	MUD-SLAP (BP)	GRD		
DYNAMICPUNCH	FTG	BODY SLAM (BP)	NRM		
SUBSTITUTE	NRM	FIRE PUNCH (BP)	FIRE		
MIMIC	NRM	MEGA KICK (BP)	NRM		
METRONOME	NRM	MEGA PUNCH (BP)	NRM		
SNORE (BP)	NRM	ICE PUNCH (BP)	ICE		
ROCK SLIDE (BP)	RCK				
COUNTER (BP)	FTG				
THUNDERPUNCH (BP)	ELC				

#75 MACHAMP

TYPE: FIGHTING
ABILITY: GUTS
EGG: HUMAN-LIKE
HEIGHT / WEIGHT: 5'3" / 287 lbs.

HP · DEFENSE · SPEED · SA · ATTACK · SD

EVOLUTION FAMILY

EVOLVES AT LEVEL 28
MACHOKE

TRADE EVOLUTION
MACHAMP

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	LOW KICK	FTG	TOUGH	♥	♥♥♥♥
L1	LEER	NRM	COOL	♥♥♥	
L1	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
L7	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
L13	KARATE CHOP	FTG	TOUGH	♥♥♥	
L19	SEISMIC TOSS	FTG	TOUGH	♥♥	♥
L22	FORESIGHT	NRM	SMART	♥♥♥	
L25	REVENGE	FTG	TOUGH	♥♥♥	
L33	VITAL THROW	FTG	COOL	♥♥♥	
L41	SUBMISSION	FTG	COOL	♥♥♥♥♥♥	
L46	CROSS CHOP	FTG	COOL	♥♥♥	
L51	SCARY FACE	NRM	TOUGH	♥♥	♥
L59	DYNAMICPUNCH	FTG	COOL	♥♥	♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	28	DIG	GRD			
06	TOXIC	PSN	31	BRICK BREAK	FTG			
08	BULK UP	FTG	32	DOUBLE TEAM	NRM			
10	HIDDEN POWER	NRM	35	FLAMETHROWER	FIRE			
11	SUNNY DAY	FIRE	38	FIRE BLAST	FIRE			
17	PROTECT	NRM	39	ROCK TOMB	RCK			
15	HYPER BEAM	NRM	42	FACADE	NRM			
18	RAIN DANCE	WTR	43	SECRET POWER	NRM			
21	FRUSTRATION	NRM	44	REST	PSY			
26	EARTHQUAKE	GRD	45	ATTRACT	NRM			
27	RETURN	NRM	46	THIEF	DRK			

HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ENDURE (BP)	NRM		
DOUBLE-EDGE	NRM	SEISMIC TOSS (BP)	FTG		
SLEEP TALK	NRM	MUD-SLAP (BP)	GRD		
DYNAMICPUNCH	FTG	BODY SLAM (BP)	NRM		
SUBSTITUTE	NRM	FIRE PUNCH (BP)	FIRE		
MIMIC	NRM	MEGA KICK (BP)	NRM		
METRONOME	NRM	MEGA PUNCH (BP)	NRM		
SNORE (BP)	NRM	ICE PUNCH (BP)	ICE		
ROCK SLIDE (BP)	RCK				
COUNTER (BP)	FTG				
THUNDER PUNCH (BP)	ELC				

#76 MEDITITE

TYPE: FIGHTING-PSYCHIC
ABILITY: PURE POWER
EGG: HUMAN-LIKE
HEIGHT / WEIGHT: 2'0" / 25 lbs.

HP · DEFENSE · SPEED · SA · ATTACK · SD

EVOLUTION FAMILY

EVOLVES AT LEVEL 37
MEDICHAM

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	BIDE	NRM	TOUGH	♥	
L4	MEDITATE	PSY	BEAUTY	♥	
L9	CONFUSION	PSY	SMART	♥♥	♥♥♥
L12	DETECT	FTG	COOL	♥♥	
L17	HIDDEN POWER	NRM	SMART	♥♥♥	
L20	SWAGGER	NRM			
L25	MIND READER	NRM	SMART	♥♥♥	
L28	CALM MIND	PSY	SMART	♥♥	
L33	HI JUMP KICK	FTG	COOL	♥♥♥♥♥♥	
L36	PSYCH UP	NRM	SMART	♥♥	
L41	REVERSAL	FTG	COOL	♥♥	
L44	RECOVER	NRM	SMART	♥♥	♥
EG	FIRE PUNCH	FIRE	BEAUTY	♥♥♥♥	
EG	THUNDERPUNCH	ELC	COOL	♥♥♥♥	
EG	ICE PUNCH	ICE	BEAUTY	♥♥♥♥	
EG	FORESIGHT	NRM	SMART	♥♥♥	
EG	FAKE OUT	NRM	CUTE	♥♥	♥
EG	BATON PASS	NRM	CUTE	♥♥	
EG	DYNAMICPUNCH	FTG	COOL	♥♥	♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	29	PSYCHIC	PSY			
04	CALM MIND	PSY	30	SHADOW BALL	GHO			
06	TOXIC	PSN	31	BRICK BREAK	FTG			
08	BULK UP	FTG	32	DOUBLE TEAM	NRM			
10	HIDDEN POWER	NRM	33	REFLECT	PSY			
11	SUNNY DAY	FIRE	39	ROCK TOMB	RCK			
16	LIGHT SCREEN	PSY	42	FACADE	NRM			
17	PROTECT	NRM	43	SECRET POWER	NRM			
18	RAIN DANCE	WTR	44	REST	PSY			
21	FRUSTRATION	NRM	45	ATTRACT	NRM			
27	RETURN	NRM						

HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	PSYCH UP (BP)	NRM		
DOUBLE-EDGE	NRM	SWIFT (BP)	NRM		
SLEEP TALK	NRM	SEISMIC TOSS (BP)	FTG		
DYNAMICPUNCH	FTG	MUD-SLAP (BP)	GRD		
SUBSTITUTE	NRM	BODY SLAM (BP)	NRM		
MIMIC	NRM	FIRE PUNCH (BP)	FIRE		
METRONOME	NRM	MEGA KICK (BP)	NRM		
SNORE (BP)	NRM	MEGA PUNCH (BP)	NRM		
COUNTER (BP)	FTG	DREAM EATER (BP)	PSY		
THUNDERPUNCH (BP)	ELC	ICE PUNCH (BP)	ICE		
ENDURE (BP)	NRM				

#77 MEDICHAM

TYPE: FIGHTING-PSYCHIC
ABILITY: PURE POWER
EGG: HUMAN-LIKE
HEIGHT / WEIGHT: 4'3" / 69 lbs.

Stat		Stat	
HP	■■□□	DEFENSE	■■□□
SPEED	■■□□	SA	■■□□
ATTACK	■■□□	SD	■■□□

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	FIRE PUNCH	FIRE	BEAUTY	♥♥♥♥	
L1	THUNDERPUNCH	ELC	COOL	♥♥♥♥	
L1	ICE PUNCH	ICE	BEAUTY	♥♥♥♥	
L1	BIDE	NRM	TOUGH	♥	
L1	MEDITATE	PSY	BEAUTY	♥	
L1	CONFUSION	PSY	SMART	♥♥	♥♥♥
L1	DETECT	FTG	COOL	♥♥	
L4	MEDITATE	PSY	BEAUTY	♥	
L9	CONFUSION	PSY	SMART	♥♥	♥♥♥
L12	DETECT	FTG	COOL	♥♥	
L17	HIDDEN POWER	NRM	SMART	♥♥♥	
L20	SWAGGER	NRM			
L25	MIND READER	NRM	SMART	♥♥♥	
L28	CALM MIND	PSY	SMART	♥♥	
L33	HI JUMP KICK	FTG	COOL	♥♥♥♥♥♥	
L36	PSYCH UP	NRM	SMART	♥♥	
L47	REVERSAL	FTG	COOL	♥♥	
L56	RECOVER	NRM	SMART	♥♥	♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	27	RETURN	NRM			
04	CALM MIND	PSY	29	PSYCHIC	PSY			
06	TOXIC	PSN	30	SHADOW BALL	GHO			
08	BULK UP	FTG	31	BRICK BREAK	FTG			
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
11	SUNNY DAY	FIRE	33	REFLECT	PSY			
15	HYPER BEAM	NRM	39	ROCK TOMB	RCK			
16	LIGHT SCREEN	PSY	42	FACADE	NRM			
17	PROTECT	NRM	43	SECRET POWER	NRM			
18	RAIN DANCE	WTR	44	REST	PSY			
21	FRUSTRATION	NRM	45	ATTRACT	NRM			

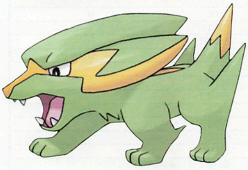
HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ENDURE (BP)	NRM		
DOUBLE-EDGE	NRM	PSYCH UP (BP)	NRM		
SLEEP TALK	NRM	SWIFT (BP)	NRM		
DYNAMICPUNCH	FTG	SEISMIC TOSS (BP)	FTG		
SUBSTITUTE	NRM	MUD-SLAP (BP)	GRD		
MIMIC	NRM	BODY SLAM (BP)	NRM		
METRONOME	NRM	FIRE PUNCH (BP)	FIRE		
SNORE (BP)	NRM	MEGA KICK (BP)	NRM		
ROCK SLIDE (BP)	RCK	MEGA PUNCH (BP)	NRM		
COUNTER (BP)	FTG	DREAM EATER (BP)	PSY		
THUNDER PUNCH (BP)	ELC	ICE PUNCH (BP)	ICE		

#78 ELECTRIKE



TYPE: ELECTRIC
ABILITY: STATIC / LIGHTINGROD
EGG: FIELD
HEIGHT / WEIGHT: 2'0" / 34 lbs.

Stat		Stat	
HP	■□□□	DEFENSE	■□□□
SPEED	■■□□	SA	■■□□
ATTACK	■□□□	SD	■□□□

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L4	THUNDER WAVE	ELC	COOL	♥♥	♥
L9	LEER	NRM	COOL	♥♥♥	
L12	HOWL	NRM	COOL	♥	
L17	QUICK ATTACK	NRM	COOL	♥♥♥	
L20	SPARK	ELC	COOL	♥	♥♥♥♥
L25	ODOR SLEUTH	NRM	SMART	♥♥♥	
L28	ROAR	NRM	COOL	♥♥♥	
L33	BITE	DRK	TOUGH	♥	♥♥♥
L36	THUNDER	ELC	COOL	♥♥	♥♥
L41	CHARGE	ELC	SMART	♥♥	
EG	CRUNCH	DRK	TOUGH	♥	♥♥♥♥
EG	HEADBUTT	NRM	TOUGH	♥♥	♥♥♥
EG	UPROAR	NRM	CUTE	♥♥♥	
EG	CURSE	?	TOUGH	♥♥♥	
EG	SWIFT	NRM	COOL	♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
05	ROAR	NRM	34	SHOCK WAVE	ELC			
06	TOXIC	PSN	42	FACADE	NRM			
10	HIDDEN POWER	NRM	43	SECRET POWER	NRM			
17	PROTECT	NRM	44	REST	PSY			
18	RAIN DANCE	WTR	45	ATTRACT	NRM			
21	FRUSTRATION	NRM	46	THIEF	DRK			
23	IRON TAIL	STL						
24	THUNDERBOLT	ELC						
25	THUNDER	ELC						
27	RETURN	NRM						
32	DOUBLE TEAM	NRM						

HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ENDURE (BP)	NRM				
SWIFT (BP)	NRM				
THUNDER WAVE (BP)	ELC				
MUD-SLAP (BP)	GRD				
BODY SLAM (BP)	NRM				

#79 MANECTRIC

TYPE: ELECTRIC
ABILITY: STATIC / LIGHTINGROD
EGG: FIELD
HEIGHT / WEIGHT: 4'11" / 89 lbs.

HP	■■□□	DEFENSE	■■□□
SPEED	■■■□	SA	■■■□
ATTACK	■■□□	SD	■■□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	THUNDER WAVE	ELC	COOL	♥♥	♥
L1	LEER	NRM	COOL	♥♥♥	
L1	HOWL	NRM	COOL	♥	
L4	THUNDER WAVE	ELC	COOL	♥♥	♥
L9	LEER	NRM	COOL	♥♥♥	
L12	HOWL	NRM	COOL	♥	
L17	QUICK ATTACK	NRM	COOL	♥♥♥	
L20	SPARK	ELC	COOL	♥	♥♥♥♥
L25	ODOR SLEUTH	NRM	SMART	♥♥♥	
L31	ROAR	NRM	COOL	♥♥♥	
L39	BITE	DRK	TOUGH	♥	♥♥♥
L45	THUNDER	ELC	COOL	♥♥	♥♥
L53	CHARGE	ELC	SMART	♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
05	FLASH	NRM

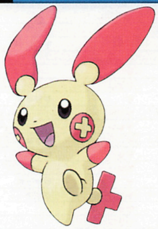
LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ENDURE (BP)	NRM
SWIFT (BP)	NRM
THUNDER WAVE (BP)	ELC
MUD-SLAP (BP)	GRD
BODY SLAM (BP)	NRM

#79
MANECTRIC

#80
PLUSLE

#80 PLUSLE



TYPE: ELECTRIC
ABILITY: PLUS
EGG: FAIRY
HEIGHT / WEIGHT: 1'4" / 9 lbs.

HP	■■□□	DEFENSE	■□□□
SPEED	■■■□	SA	■■■□
ATTACK	■□□□	SD	■■□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	GROWL	NRM	CUTE	♥♥	
L4	THUNDER WAVE	ELC	COOL	♥♥	♥
L10	QUICK ATTACK	NRM	COOL	♥♥♥	
L13	HELPING HAND	NRM	SMART	♥♥	
L19	SPARK	ELC	COOL	♥	♥♥♥♥
L22	ENCORE	NRM	CUTE	♥♥	
L28	FAKE TEARS	DRK	SMART	♥♥	
L31	CHARGE	ELC	SMART	♥♥	
L37	THUNDER	ELC	COOL	♥♥	♥♥
L40	BATON PASS	NRM	CUTE	♥♥	
L47	AGILITY	PSY	COOL	♥♥♥	
EG	SUBSTITUTE	NRM	SMART	♥♥	
EG	WISH	NRM	CUTE	♥♥♥	

EVOLUTION FAMILY

NO EVOLUTION

TM MOVES

TM	ATTACK	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

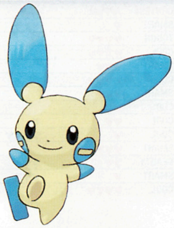
HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
ROLLOUT	RCK
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
DYNAMICPUNCH	FTG
SUBSTITUTE	NRM
MIMIC	NRM
METRONOME	NRM
SNORE (BP)	NRM
COUNTER (BP)	FTG
THUNDERPUNCH (BP)	ELC
ENDURE (BP)	NRM
SWIFT (BP)	NRM
SEISMIC TOSS (BP)	FTG
THUNDER WAVE (BP)	ELC
MUD-SLAP (BP)	GRD
BODY SLAM (BP)	NRM
DEFENSE CURL (BP)	NRM
MEGA KICK (BP)	NRM
MEGA PUNCH (BP)	NRM

#81 MINUN



TYPE: ELECTRIC
ABILITY: MINUS
EGG: FAIRY
HEIGHT / WEIGHT: 1'4" / 9 lbs.

Stat	Rating	Stat	Rating
HP	■■□□	DEFENSE	■□□□
SPEED	■■■□	SA	■■□□
ATTACK	■□□□	SD	■■■□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	GROWL	NRM	CUTE	♥♥	
L4	THUNDER WAVE	ELC	COOL	♥♥	♥
L10	QUICK ATTACK	NRM	COOL	♥♥♥	
L13	HELPING HAND	NRM	SMART	♥♥	
L19	SPARK	ELC	COOL	♥	♥♥♥♥
L22	ENCORE	NRM	CUTE	♥♥	
L28	CHARM	NRM	CUTE	♥♥	♥
L31	CHARGE	ELC	SMART	♥♥	
L37	THUNDER	ELC	COOL	♥♥	♥♥
L40	BATON PASS	NRM	CUTE	♥♥	
L47	AGILITY	PSY	COOL	♥♥♥	
EG	SUBSTITUTE	NRM	SMART	♥♥	
EG	WISH	NRM	CUTE	♥♥♥	

EVOLUTION FAMILY

NO EVOLUTION

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	34	SHOCK WAVE	ELC
10	HIDDEN POWER	NRM	42	FACADE	NRM
16	LIGHT SCREEN	PSY	43	SECRET POWER	NRM
17	PROTECT	NRM	44	REST	PSY
18	RAIN DANCE	WTR	45	ATTRACT	NRM
21	FRUSTRATION	NRM			
23	IRON TAIL	STL			
24	THUNDERBOLT	ELC			
25	THUNDER	ELC			
27	RETURN	NRM			
32	DOUBLE TEAM	NRM			

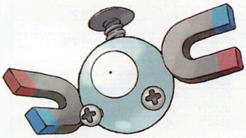
HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ENDURE (BP)	NRM
ROLLOUT	RCK	SWIFT (BP)	NRM
DOUBLE-EDGE	NRM	SEISMIC TOSS (BP)	FTG
SLEEP TALK	NRM	THUNDER WAVE (BP)	ELC
DYNAMICPUNCH	FTG	MUD-SLAP (BP)	GRD
SUBSTITUTE	NRM	BODY SLAM (BP)	NRM
MIMIC	NRM	DEFENSE CURL (BP)	NRM
METRONOME	NRM	MEGA KICK (BP)	NRM
SNORE (BP)	NRM	MEGA PUNCH (BP)	NRM
COUNTER (BP)	FTG		
THUNDERPUNCH (BP)	ELC		

#82 MAGNEMITE



TYPE: ELECTRIC-STEEL
ABILITY: MAGNET PULL / STURDY
EGG: NONE
HEIGHT / WEIGHT: 1'0" / 13 lbs.

Stat	Rating	Stat	Rating
HP	■□□□	DEFENSE	■■□□
SPEED	■□□□	SA	■■■□
ATTACK	■□□□	SD	■■□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	METAL SOUND	STL	SMART	♥	♥♥♥♥
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L6	THUNDERSHOCK	ELC	COOL	♥♥♥♥	
L11	SUPERSONIC	NRM	SMART	♥♥♥	
L16	SONICBOOM	NRM	COOL	♥♥	
L21	THUNDER WAVE	ELC	COOL	♥♥	♥
L26	SPARK	ELC	COOL	♥	♥♥♥♥
L32	LOCK-ON	NRM	SMART	♥♥♥	
L38	SWIFT	NRM	COOL	♥♥	
L44	SCREECH	NRM	SMART	♥	♥♥♥
L50	ZAP CANNON	ELC	COOL	♥♥♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	34	SHOCK WAVE	ELC
10	HIDDEN POWER	NRM	42	FACADE	NRM
11	SUNNY DAY	FIRE	43	SECRET POWER	NRM
17	PROTECT	NRM	44	REST	PSY
18	RAIN DANCE	WTR			
21	FRUSTRATION	NRM			
24	THUNDERBOLT	ELC			
25	THUNDER	ELC			
27	RETURN	NRM			
32	DOUBLE TEAM	NRM			
33	REFLECT	PSY			

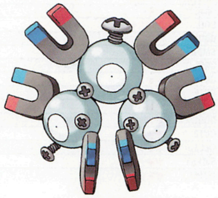
HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
ROLLOUT	RCK
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ENDURE (BP)	NRM
SWIFT (BP)	NRM
THUNDER WAVE (BP)	ELC

#83 MAGNETON



TYPE: ELECTRIC-STEEL

ABILITY: MAGNET PULL / STURDY

EGG: NONE

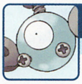
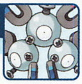
HEIGHT / WEIGHT: 3'3" / 132 lbs.

HP	■■□□	DEFENSE	■■■□
SPEED	■■□□	SA	■■■■
ATTACK	■■□□	SD	■■□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	METAL SOUND	STL	SMART	♥	♥♥♥
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	THUNDERSHOCK	ELC	COOL	♥♥♥♥	
L1	SUPERSONIC	NRM	SMART	♥♥♥	
L6	THUNDERSHOCK	ELC	COOL	♥♥♥♥	
L11	SUPERSONIC	NRM	SMART	♥♥♥	
L16	SONICBOOM	NRM	COOL	♥♥	
L21	THUNDER WAVE	ELC	COOL	♥♥	♥
L26	SPARK	ELC	COOL	♥	♥♥♥♥
L35	LOCK-ON	NRM	SMART	♥♥♥	
L44	TRI ATTACK	NRM	BEAUTY	♥♥	♥♥
L53	SCREECH	NRM	SMART	♥	♥♥♥
L62	ZAP CANNON	ELC	COOL	♥♥♥♥	

EVOLUTION FAMILY


EVOLVES AT LEVEL 30
MAGNETON


TM MOVES

TM	ATTACK	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
34	SHOCK WAVE	ELC
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY

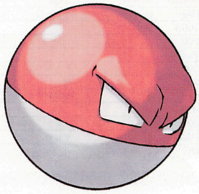
HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
ROLLOUT	RCK
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ENDURE (BP)	NRM
SWIFT (BP)	NRM
THUNDER WAVE (BP)	ELC

#84 VOLTORB



TYPE: ELECTRIC

ABILITY: SOUNDPROOF / STATIC

EGG: NONE

HEIGHT / WEIGHT: 1'8" / 23 lbs.

HP	■□□□	DEFENSE	■□□□
SPEED	■■■□	SA	■■□□
ATTACK	■□□□	SD	■■□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	CHARGE	ELC	SMART	♥♥	
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L8	SCREECH	NRM	SMART	♥	♥♥♥
L15	SONICBOOM	NRM	COOL	♥♥	
L21	SPARK	ELC	COOL	♥	♥♥♥♥
L27	SELFDESTRUCT	NRM	BEAUTY	♥♥♥♥♥♥♥♥	
L32	ROLLOUT	RCK	TOUGH	♥♥♥	
L37	LIGHT SCREEN	PSY	BEAUTY	♥	
L42	SWIFT	NRM	COOL	♥♥	
L46	EXPLOSION	NRM	BEAUTY	♥♥♥♥♥♥♥♥	
L49	MIRROR COAT	PSY	BEAUTY	♥♥	

EVOLUTION FAMILY

EVOLVES AT LEVEL 30
ELECTRODE

TM MOVES

TM	ATTACK	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
12	TAUNT	DRK
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
46	THIEF	DRK

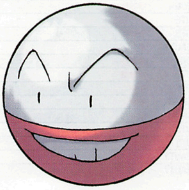
HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
ROLLOUT	RCK
EXPLOSION	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ENDURE (BP)	NRM
SWIFT (BP)	NRM
THUNDER WAVE (BP)	ELC

#85 ELECTRODE



TYPE: ELECTRIC

ABILITY: SOUNDPROOF / STATIC

EGG: NONE

HEIGHT / WEIGHT: 3'11" / 147 lbs.

HP | DEFENSE
SPEED | SA
ATTACK | SD

EVOLUTION FAMILY

EVOLVES AT LEVEL 30

ELECTRODE

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	CHARGE	ELC	SMART	♥♥	
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	SCREECH	NRM	SMART	♥	♥♥♥
L1	SONICBOOM	NRM	COOL	♥♥	
L8	SCREECH	NRM	SMART	♥	♥♥♥
L15	SONICBOOM	NRM	COOL	♥♥	
L21	SPARK	ELC	COOL	♥	♥♥♥♥
L27	SELFDESTRUCT	NRM	BEAUTY	♥♥♥♥♥♥♥♥	
L34	ROLLOUT	RCK	TOUGH	♥♥♥	
L41	LIGHT SCREEN	PSY	BEAUTY	♥	
L48	SWIFT	NRM	COOL	♥♥	
L54	EXPLOSION	NRM	BEAUTY	♥♥♥♥♥♥♥♥	
L59	MIRROR COAT	PSY	BEAUTY	♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	32	DOUBLE TEAM	NRM			
10	HIDDEN POWER	NRM	34	SHOCK WAVE	ELC			
12	TAUNT	DRK	41	TORMENT	DRK			
15	HYPER BEAM	NRM	42	FACADE	NRM			
16	LIGHT SCREEN	PSY	43	SECRET POWER	NRM			
17	PROTECT	NRM	44	REST	PSY			
18	RAIN DANCE	WTR	46	THIEF	DRK			
21	FRUSTRATION	NRM						
24	THUNDERBOLT	ELC						
25	THUNDER	ELC						
27	RETURN	NRM						

HM MOVES

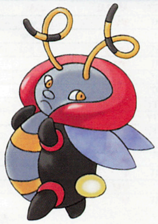
HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
ROLLOUT	RCK				
EXPLOSION	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ENDURE (BP)	NRM				
SWIFT (BP)	NRM				
THUNDER WAVE (BP)	ELC				

#85 ELECTRODE

#86 VOLBEAT



TYPE: BUG

ABILITY: ILLUMINATE / SWARM

EGG: BUG / HUMAN-LIKE

HEIGHT / WEIGHT: 2'4" / 39 lbs.

HP | DEFENSE
SPEED | SA
ATTACK | SD

EVOLUTION FAMILY

NO EVOLUTION

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L5	CONFUSE RAY	GHO	SMART	♥♥♥	
L9	DOUBLE TEAM	NRM	COOL	♥♥	
L13	MOONLIGHT	NRM	BEAUTY	♥	
L17	QUICK ATTACK	NRM	COOL	♥♥♥	
L21	TAIL GLOW	BUG	BEAUTY	♥	
L25	SIGNAL BEAM	BUG	BEAUTY	♥♥♥	
L29	PROTECT	NRM	CUTE	♥	
L33	HELPING HAND	NRM	SMART	♥♥	
L37	DOUBLE-EDGE	NRM	TOUGH	♥♥♥♥♥♥	
EG	BATON PASS	NRM	CUTE	♥♥	
EG	SILVER WIND	BUG	BEAUTY	♥	
EG	TRICK	PSY	SMART	♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	24	THUNDERBOLT	ELC	45	ATTRACT	NRM
03	WATER PULSE	WTR	25	THUNDER	ELC	46	THIEF	DRK
06	TOXIC	PSN	27	RETURN	NRM			
10	HIDDEN POWER	NRM	30	SHADOW BALL	GHO			
11	SUNNY DAY	FIRE	31	BRICK BREAK	FTG			
16	LIGHT SCREEN	PSY	32	DOUBLE TEAM	NRM			
17	PROTECT	NRM	34	SHOCK WAVE	ELC			
18	RAIN DANCE	WTR	40	AERIAL ACE	FLY			
19	GIGA DRAIN	GRS	42	FACADE	NRM			
21	FRUSTRATION	NRM	43	SECRET POWER	NRM			
22	SOLARBEAM	GRS	44	REST	PSY			

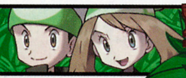
HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	PSYCH UP (BP)	NRM		
DOUBLE-EDGE	NRM	SWIFT (BP)	NRM		
SLEEP TALK	NRM	SEISMIC TOSS (BP)	FTG		
DYNAMICPUNCH	FTG	THUNDER WAVE (BP)	ELC		
SUBSTITUTE	NRM	MUD-SLAP (BP)	GRD		
MIMIC	NRM	BODY SLAM (BP)	NRM		
METRONOME	NRM	MEGA KICK (BP)	NRM		
SNORE (BP)	NRM	MEGA PUNCH (BP)	NRM		
COUNTER (BP)	FTG	ICE PUNCH (BP)	ICE		
THUNDERPUNCH (BP)	ELC				
ENDURE (BP)	NRM				

#86 VOLBEAT



#87 ILLUMISE

TYPE: BUG
ABILITY: OBLIVIOUS
EGG: BUG / HUMAN-LIKE
HEIGHT / WEIGHT: 2'0" / 39 lbs.

HP	■■□□	DEFENSE	■■□□
SPEED	■■■□	SA	■■□□
ATTACK	■□□□	SD	■■□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L5	SWEET SCENT	NRM	CUTE	♥	♥♥♥
L9	CHARM	NRM	CUTE	♥♥	♥
L13	MOONLIGHT	NRM	BEAUTY	♥	
L17	QUICK ATTACK	NRM	COOL	♥♥♥	
L21	WISH	NRM	CUTE	♥♥♥	
L25	ENCORE	NRM	CUTE	♥♥	
L29	FLATTER	DRK	SMART	♥♥	
L33	HELPING HAND	NRM	SMART	♥♥	
L37	COVET	NRM	CUTE	♥	
EG	BATON PASS	NRM	CUTE	♥♥	
EG	SILVER WIND	BUG	BEAUTY	♥	
EG	GROWTH	NRM	BEAUTY	♥	

EVOLUTION FAMILY

NO EVOLUTION

TM MOVES

TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG
03	WATER PULSE	WTR
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
30	SHADOW BALL	GHO
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
DYNAMICPUNCH	FTG
SUBSTITUTE	NRM
MIMIC	NRM
METRONOME	NRM
SNORE (BP)	NRM
COUNTER (BP)	FTG
THUNDERPUNCH (BP)	ELC
ENDURE (BP)	NRM
PSYCH UP (BP)	NRM
SWIFT (BP)	NRM
SEISMIC TOSS (BP)	FTG
THUNDER WAVE (BP)	ELC
MUD-SLAP (BP)	GRD
BODY SLAM (BP)	NRM
MEGA KICK (BP)	NRM
MEGA PUNCH (BP)	NRM
ICE PUNCH (BP)	ICE

#88 ODDISH

TYPE: GRASS-POISON
ABILITY: CHLOROPHYLL
EGG: GRASS
HEIGHT / WEIGHT: 1'8" / 12 lbs.

HP	■□□□	DEFENSE	■■□□
SPEED	■□□□	SA	■■□□
ATTACK	■□□□	SD	■■□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	ABSORB	GRS	SMART	♥♥	♥♥♥
L7	SWEET SCENT	NRM	CUTE	♥	♥♥♥
L14	POISONPOWDER	PSN	SMART	♥♥♥	
L16	STUN SPORE	GRS	SMART	♥♥	♥
L18	SLEEP POWDER	GRS	SMART	♥	♥♥♥
L23	ACID	PSN	SMART	♥	♥♥♥♥
L32	MOONLIGHT	NRM	BEAUTY	♥	
L39	PETAL DANCE	GRS	BEAUTY	♥♥♥♥	♥♥♥♥
EG	SWORDS DANCE	NRM	BEAUTY	♥	
EG	RAZOR LEAF	GRS	COOL	♥♥♥	
EG	FLAIL	NRM	CUTE	♥	
EG	SYNTHESIS	GRS	SMART	♥	
EG	CHARM	NRM	CUTE	♥♥	♥
EG	INGRAIN	GRS	SMART	♥	

EVOLUTION FAMILY

EVOLVES AT LEVEL 21

GLOOM

EVOLVES WITH LEAF STONE

VILEPLUME

EVOLVES WITH SUN STONE

BELLOSSOM

TM MOVES

TM	ATTACK	TYPE
06	TOXIC	PSN
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

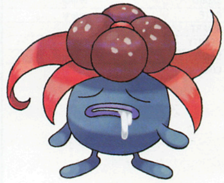
HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ENDURE (BP)	NRM
SWORDS DANCE (BP)	NRM

#89 GLOOM



TYPE: GRASS-POISON
ABILITY: CHLOROPHYLL
EGG: GRASS
HEIGHT / WEIGHT: 2'7" / 19 lbs.

HP DEFENSE
SPEED SA
ATTACK SD

UNUSUAL EVOLUTION

Though Gloom can evolve into Vileplume with the Leaf Stone, it can also use the Sun Stone to evolve into Bellossom (see page 162), which can learn level-up moves—Magic Leaf and Solarbeam—that Gloom and Vileplume can't.

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	ABSORB	GRS	SMART	♥♥	♥♥♥
L1	SWEET SCENT	NRM	CUTE	♥	♥♥♥
L1	POISONPOWDER	PSN	SMART	♥♥♥	
L7	SWEET SCENT	NRM	CUTE	♥	♥♥♥
L14	POISONPOWDER	PSN	SMART	♥♥♥	
L16	STUN SPORE	GRS	SMART	♥♥	♥
L18	SLEEP POWDER	GRS	SMART	♥	♥♥♥
L24	ACID	PSN	SMART	♥	♥♥♥♥
L35	MOONLIGHT	NRM	BEAUTY	♥	
L44	PETAL DANCE	GRS	BEAUTY	♥♥♥♥	♥♥♥♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	42	FACADE	NRM			
09	BULLET SEED	GRS	43	SECRET POWER	NRM			
10	HIDDEN POWER	NRM	44	REST	PSY			
11	SUNNY DAY	FIRE	45	ATTRACT	NRM			
17	PROTECT	NRM						
19	GIGA DRAIN	GRS						
21	FRUSTRATION	NRM						
22	SOLARBEAM	GRS						
27	RETURN	NRM						
32	DOUBLE TEAM	NRM						
36	SLUDGE BOMB	PSN						

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ENDURE (BP)	NRM				
SWORDS DANCE (BP)	NRM				

#90 VILEPLUME

TYPE: GRASS-POISON
ABILITY: CHLOROPHYLL
EGG: GRASS
HEIGHT / WEIGHT: 3'11" / 41 lbs.

HP DEFENSE
SPEED SA
ATTACK SD

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	ABSORB	GRS	SMART	♥♥	♥♥♥
L1	AROMATHERAPY	GRS	SMART	♥♥	
L1	STUN SPORE	GRS	SMART	♥♥	♥
L1	MEGA DRAIN	GRS	SMART	♥	♥♥♥♥
L44	PETAL DANCE	GRS	BEAUTY	♥♥♥♥	♥♥♥♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	36	SLUDGE BOMB	PSN			
09	BULLET SEED	GRS	42	FACADE	NRM			
10	HIDDEN POWER	NRM	43	SECRET POWER	NRM			
11	SUNNY DAY	FIRE	44	REST	PSY			
15	HYPER BEAM	NRM	45	ATTRACT	NRM			
17	PROTECT	NRM						
19	GIGA DRAIN	GRS						
21	FRUSTRATION	NRM						
22	SOLARBEAM	GRS						
27	RETURN	NRM						
32	DOUBLE TEAM	NRM						

HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ENDURE (BP)	NRM				
SWORDS DANCE (BP)	NRM				
BODY SLAM (BP)	NRM				

#91 BELLOSSOM

TYPE: GRASS

ABILITY: CHLOROPHYLL

EGG: GRASS

HEIGHT / WEIGHT: 1'4" / 13 lbs.

HP	■■□□	DEFENSE	■■■□
SPEED	■□□□	SA	■■■□
ATTACK	■■□□	SD	■■■□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	ABSORB	GRS	SMART	♥♥	♥♥♥
L1	SWEET SCENT	NRM	CUTE	♥	♥♥♥
L1	STUN SPORE	GRS	SMART	♥♥	♥
L1	MAGICAL LEAF	GRS	BEAUTY	♥♥	
L44	PETAL DANCE	GRS	BEAUTY	♥♥♥♥	♥♥♥♥
L55	SOLARBEAM	GRS	COOL	♥♥♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE
06	TOXIC	PSN
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
19	GIGA DRAIN	GRS
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

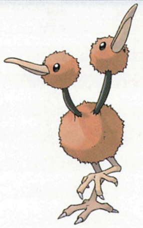
HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ENDURE (BP)	NRM
SWORDS DANCE (BP)	NRM

#92 DODUO



TYPE: NORMAL-FLYING

ABILITY: RUN AWAY / EARLY BIRD

EGG: FLYING

HEIGHT / WEIGHT: 4'7" / 86 lbs.

HP	■□□□	DEFENSE	■□□□
SPEED	■■□□	SA	■□□□
ATTACK	■■■□	SD	■□□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	PECK	FLY	COOL	♥♥♥♥	
L1	GROWL	NRM	CUTE	♥♥	
L9	PURSUIT	DRK	SMART	♥♥	♥
L13	FURY ATTACK	NRM	COOL	♥♥	♥
L21	TRI ATTACK	NRM	BEAUTY	♥♥	♥♥
L25	RAGE	NRM	COOL	♥♥♥	
L33	UPROAR	NRM	CUTE	♥♥♥	
L37	DRILL PECK	FLY	COOL	♥♥♥♥	
L45	AGILITY	PSY	COOL	♥♥♥	
EG	QUICK ATTACK	NRM	COOL	♥♥♥	
EG	SUPERSONIC	NRM	SMART	♥♥♥	
EG	HAZE	ICE	BEAUTY	♥♥♥	
EG	FAINT ATTACK	DRK	SMART	♥♥	
EG	FLAIL	NRM	CUTE	♥	
EG	ENDEAVOR	NRM	TOUGH	♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
21	FRUSTRATION	NRM
27	RETURN	NRM
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
47	STEEL WING	STL

HM MOVES

HM	ATTACK	TYPE
02	FLY	FLY

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ENDURE (BP)	NRM
SWIFT (BP)	NRM
MUD-SLAP (BP)	GRD
BODY SLAM (BP)	NRM

#93 DODRIO

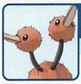
TYPE: NORMAL-FLYING
ABILITY: RUN AWAY / EARLY BIRD
EGG: FLYING
HEIGHT / WEIGHT: 5'11" / 188 lbs.

HP DEFENSE
SPEED SA
ATTACK SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	PECK	FLY	COOL	♥♥♥♥	
L1	GROWL	NRM	CUTE	♥♥	
L1	PURSUIT	DRK	SMART	♥♥	♥
L1	FURY ATTACK	NRM	COOL	♥♥	♥
L9	PURSUIT	DRK	SMART	♥♥	♥
L13	FURY ATTACK	NRM	COOL	♥♥	♥
L21	TRI ATTACK	NRM	BEAUTY	♥♥	♥♥
L25	RAGE	NRM	COOL	♥♥♥	
L38	UPROAR	NRM	CUTE	♥♥♥	
L47	DRILL PECK	FLY	COOL	♥♥♥♥	
L60	AGILITY	PSY	COOL	♥♥♥	

EVOLUTION FAMILY


EVOLVES AT LEVEL 31
DODRIO

TM MOVES

TM	ATTACK	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
15	HYPER BEAM	NRM
17	PROTECT	NRM
21	FRUSTRATION	NRM
27	RETURN	NRM
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
47	STEEL WING	STL

HM MOVES

HM	ATTACK	TYPE
02	FLY	FLY

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ENDURE (BP)	NRM
SWIFT (BP)	NRM
MUD-SLAP (BP)	GRD
BODY SLAM (BP)	NRM

#94 ROSELIA

TYPE: GRASS-POISON
ABILITY: NATURAL CURE / POISON POINT
EGG: GRASS / FAIRY
HEIGHT / WEIGHT: 1'0" / 4 lbs.

HP DEFENSE
SPEED SA
ATTACK SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	ABSORB	GRS	SMART	♥♥	♥♥♥
L5	GROWTH	NRM	BEAUTY	♥	
L9	POISON STING	PSN	SMART	♥♥	♥♥♥
L13	STUN SPORE	GRS	SMART	♥♥	♥
L17	MEGA DRAIN	GRS	SMART	♥	♥♥♥♥
L21	LEECH SEED	GRS	SMART	♥♥	♥♥
L25	MAGICAL LEAF	GRS	BEAUTY	♥♥	
L29	GRASSWHISTLE	GRS	SMART	♥	♥♥♥
L33	GIGA DRAIN	GRS	SMART	♥♥	♥
L37	SWEET SCENT	NRM	CUTE	♥	♥♥♥
L41	INGRAIN	GRS	SMART	♥	
L45	TOXIC	PSN	SMART	♥♥♥	
L49	PETAL DANCE	GRS	BEAUTY	♥♥♥♥	♥♥♥♥
L53	AROMATHERAPY	GRS	SMART	♥♥	
L57	SYNTHESIS	GRS	SMART	♥	
EG	SPIKES	GRD	SMART	♥♥	
EG	SYNTHESIS	GRS	SMART	♥	
EG	PIN MISSILE	BUG	COOL	♥♥	♥
EG	COTTON SPORE	GRS	BEAUTY	♥♥	♥

EVOLUTION FAMILY

NO EVOLUTION

TM MOVES

TM	ATTACK	TYPE
06	TOXIC	PSN
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

HM MOVES

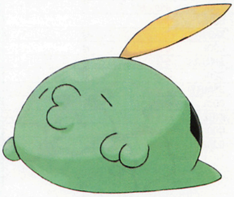
HM	ATTACK	TYPE
01	CUT	NRM
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ENDURE (BP)	NRM
PSYCH UP (BP)	NRM
SWIFT (BP)	NRM
SWORDS DANCE (BP)	NRM
MUD-SLAP (BP)	NRM
BODY SLAM (BP)	NRM
FURY CUTTER	BUG

#93 DODRIO
#94 ROSELIA

#95 GULPIN



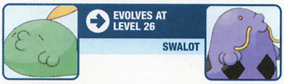
TYPE: POISON
ABILITY: LIQUID OOZE / STICKY HOLD
EGG: AMORPHOUS
HEIGHT / WEIGHT: 1'4" / 23 lbs.

HP / DEFENSE / SPEED / SA / ATTACK / SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	POUND	NRM	TOUGH	♥♥♥♥	
L6	YAWN	NRM	CUTE	♥♥	
L9	POISON GAS	PSN	SMART	♥♥♥	
L14	SLUDGE	PSN	TOUGH	♥	♥♥♥♥
L17	AMNESIA	PSY	CUTE	♥	
L23	ENCORE	NRM	CUTE	♥♥	
L28	TOXIC	PSN	SMART	♥♥♥	
L34	STOCKPILE	NRM	TOUGH	♥♥	
L34	SPIT UP	NRM	TOUGH	♥♥♥♥	
L34	SWALLOW	NRM	TOUGH	♥	
L39	SLUDGE BOMB	PSN	TOUGH	♥♥	♥
EG	DREAM EATER	PSY	SMART	♥♥	♥♥
EG	ACID ARMOR	PSN	TOUGH	♥	
EG	SMOG	PSN	TOUGH	♥	♥♥♥
EG	PAIN SPLIT	NRM	SMART	♥	♥♥♥♥

EVOLUTION FAMILY



TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	27	RETURN	NRM			
06	TOXIC	PSN	30	SHADOW BALL	GHO			
09	BULLET SEED	GRS	32	DOUBLE TEAM	NRM			
10	HIDDEN POWER	NRM	34	SHOCK WAVE	ELC			
11	SUNNY DAY	FIRE	36	SLUDGE BOMB	PSN			
13	ICE BEAM	ICE	42	FACADE	NRM			
17	PROTECT	NRM	43	SECRET POWER	NRM			
18	RAIN DANCE	WTR	44	REST	PSY			
19	GIGA DRAIN	GRS	45	ATTRACT	NRM			
21	FRUSTRATION	NRM	49	SNATCH	DRK			
22	SOLARBEAM	GRS						

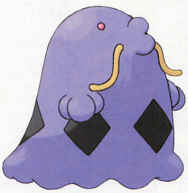
HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ENDURE (BP)	NRM		
ROLLOUT	RCK	MUD-SLAP (BP)	GRD		
DOUBLE-EDGE	NRM	BODY SLAM (BP)	NRM		
EXPLOSION	NRM	FIRE PUNCH (BP)	FIRE		
SLEEP TALK	NRM	DEFENSE CURL (BP)	NRM		
DYNAMICPUNCH	FTG	DREAM EATER (BP)	PSY		
SUBSTITUTE	NRM	ICE PUNCH (BP)	ICE		
MIMIC	NRM				
SNORE (BP)	NRM				
COUNTER (BP)	NRM				
THUNDERPUNCH (BP)	ELC				

#96 SWALOT



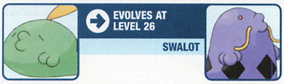
TYPE: POISON
ABILITY: LIQUID OOZE / STICKY HOLD
EGG: AMORPHOUS
HEIGHT / WEIGHT: 5'7" / 176 lbs.

HP / DEFENSE / SPEED / SA / ATTACK / SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	POUND	NRM	TOUGH	♥♥♥♥	
L1	YAWN	NRM	CUTE	♥♥	
L1	POISON GAS	PSN	SMART	♥♥♥	
L1	SLUDGE	PSN	TOUGH	♥	♥♥♥♥
L6	YAWN	NRM	CUTE	♥♥	
L9	POISON GAS	PSN	SMART	♥♥♥	
L14	SLUDGE	PSN	TOUGH	♥	♥♥♥♥
L17	AMNESIA	PSY	CUTE	♥	
L23	ENCORE	NRM	CUTE	♥♥	
L26	BODY SLAM	NRM	TOUGH	♥	♥♥♥♥
L31	TOXIC	PSN	SMART	♥♥♥	
L40	STOCKPILE	NRM	TOUGH	♥♥	
L40	SPIT UP	NRM	TOUGH	♥♥♥♥	
L40	SWALLOW	NRM	TOUGH	♥	
L48	SLUDGE BOMB	PSN	TOUGH	♥♥	♥

EVOLUTION FAMILY



TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	22	SOLARBEAM	GRS			
06	TOXIC	PSN	27	RETURN	NRM			
09	BULLET SEED	GRS	30	SHADOW BALL	GHO			
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
11	SUNNY DAY	FIRE	34	SHOCK WAVE	ELC			
13	ICE BEAM	ICE	36	SLUDGE BOMB	PSN			
15	HYPER BEAM	NRM	42	FACADE	NRM			
17	PROTECT	NRM	43	SECRET POWER	NRM			
18	RAIN DANCE	WTR	44	REST	PSY			
19	GIGA DRAIN	GRS	45	ATTRACT	NRM			
21	FRUSTRATION	NRM	49	SNATCH	DRK			

HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ENDURE (BP)	NRM		
ROLLOUT	RCK	MUD-SLAP (BP)	GRD		
DOUBLE-EDGE	NRM	BODY SLAM (BP)	NRM		
EXPLOSION	NRM	FIRE PUNCH (BP)	FIRE		
SLEEP TALK	NRM	DEFENSE CURL (BP)	NRM		
DYNAMICPUNCH	FTG	DREAM EATER (BP)	PSY		
SUBSTITUTE	NRM	ICE PUNCH (BP)	ICE		
MIMIC	NRM				
SNORE (BP)	NRM				
COUNTER (BP)	NRM				
THUNDERPUNCH (BP)	ELC				

#97 CARVANHA

TYPE: WATER-DARK
ABILITY: ROUGH SKIN
EGG: WATER 2
HEIGHT / WEIGHT: 2'7" / 46 lbs.

Stat		Stat	
HP	■□□□	DEFENSE	■□□□
SPEED	■■□□	SA	■■□□
ATTACK	■■■□	SD	■□□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	LEER	FLY	COOL	♥♥♥	
L1	BITE	DRK	TOUGH	♥	♥♥♥
L7	RAGE	NRM	COOL	♥♥♥	
L13	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
L16	SCARY FACE	NRM	TOUGH	♥♥	♥
L22	CRUNCH	DRK	TOUGH	♥	♥♥♥♥
L28	SCREECH	NRM	SMART	♥	♥♥♥
L31	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
L37	SWAGGER	NRM	CUTE	♥♥	
L43	AGILITY	PSY	COOL	♥♥♥	
EG	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	
EG	DOUBLE-EDGE	NRM	TOUGH	♥♥♥♥♥♥	
EG	THRASH	NRM	TOUGH	♥♥♥♥	♥♥♥♥

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	32	DOUBLE TEAM	NRM			
06	TOXIC	PSN	41	TORMENT	DRK			
07	HAIL	ICE	42	FACADE	NRM			
10	HIDDEN POWER	NRM	43	SECRET POWER	NRM			
12	TAUNT	DRK	44	REST	PSY			
13	ICE BEAM	ICE	45	ATTRACT	NRM			
14	BLIZZARD	ICE	46	THIEF	DRK			
17	PROTECT	NRM						
18	RAIN DANCE	WTR						
21	FRUSTRATION	NRM						
27	RETURN	NRM						

HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
FURY CUTTER	BUG				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
SWIFT (BP)	NRM				
MUD-SLAP (BP)	GRD				

#98 SHARPEDO

TYPE: WATER-DARK
ABILITY: ROUGH SKIN
EGG: WATER 2
HEIGHT / WEIGHT: 5'11" / 196 lbs.

Stat		Stat	
HP	■■□□	DEFENSE	■□□□
SPEED	■■■□	SA	■■■□
ATTACK	■■■■	SD	■□□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	LEER	FLY	COOL	♥♥♥	
L1	BITE	DRK	TOUGH	♥	♥♥♥
L1	RAGE	NRM	COOL	♥♥♥	
L1	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
L7	RAGE	NRM	COOL	♥♥♥	
L13	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
L16	SCARY FACE	NRM	TOUGH	♥♥	♥
L22	CRUNCH	DRK	TOUGH	♥	♥♥♥♥
L28	SCREECH	NRM	SMART	♥	♥♥♥
L33	SLASH	NRM	COOL	♥♥♥	
L38	TAUNT	DRK	SMART	♥♥	
L43	SWAGGER	NRM	CUTE	♥♥	
L48	SKULL BASH	NRM	TOUGH	♥	♥♥♥♥
L53	AGILITY	PSY	COOL	♥♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	21	FRUSTRATION	NRM			
05	ROAR	NRM	26	EARTHQUAKE	GRD			
06	TOXIC	PSN	27	RETURN	NRM			
07	HAIL	ICE	32	DOUBLE TEAM	NRM			
10	HIDDEN POWER	NRM	39	ROCK TOMB	RCK			
12	TAUNT	DRK	41	TORMENT	DRK			
13	ICE BEAM	ICE	42	FACADE	NRM			
14	BLIZZARD	ICE	43	SECRET POWER	NRM			
15	HYPER BEAM	NRM	44	REST	PSY			
17	PROTECT	NRM	45	ATTRACT	NRM			
18	RAIN DANCE	WTR	46	THIEF	DRK			

HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
04	STRENGTH	NRM
06	ROCK SMASH	RCK
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
FURY CUTTER	BUG				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
SWIFT (BP)	NRM				
MUD-SLAP (BP)	GRD				

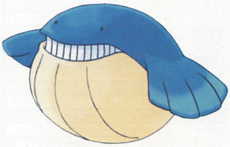
#99 WAILMER

TYPE: WATER

ABILITY: WATER VEIL / OBLIVIOUS

EGG: FIELD / WATER 2

HEIGHT / WEIGHT: 6'7" / 287 lbs.



HP DEFENSE
SPEED SA
ATTACK SD

EVOLUTION FAMILY

EVOLVES AT LEVEL 40

WAILORD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	SPLASH	NRM	CUTE	♥♥	
L5	GROWL	NRM	CUTE	♥♥	
L10	WATER GUN	WTR	CUTE	♥♥♥♥	
L14	ROLLOUT	RCK	TOUGH	♥♥♥	
L19	WHIRLPOOL	WTR	BEAUTY	♥♥♥	
L23	ASTONISH	GHO	SMART	♥♥	♥♥♥
L28	WATER PULSE	WTR	BEAUTY	♥♥♥	
L32	MIST	ICE	BEAUTY	♥	
L37	REST	PSY	CUTE	♥♥	
L41	WATER SPOUT	WTR	BEAUTY	♥	
L46	AMNESIA	PSY	CUTE	♥	
L50	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	
EG	DOUBLE-EDGE	NRM	TOUGH	♥♥♥♥♥♥	
EG	THRASH	NRM	TOUGH	♥♥♥♥	♥♥♥♥
EG	SWAGGER	NRM	CUTE	♥♥	
EG	SNORE	NRM	CUTE	♥♥♥♥	
EG	SLEEP TALK	NRM	CUTE	♥♥♥	
EG	CURSE	?	TOUGH	♥♥♥	
EG	FISSURE	GRD	TOUGH	♥♥	♥
EG	TICKLE	NRM	CUTE	♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	27	RETURN	NRM			
05	ROAR	NRM	32	DOUBLE TEAM	NRM			
06	TOXIC	PSN	39	ROCK TOMB	RCK			
07	HAIL	ICE	42	FACADE	NRM			
10	HIDDEN POWER	NRM	43	SECRET POWER	NRM			
13	ICE BEAM	ICE	44	REST	PSY			
14	BLIZZARD	ICE	45	ATTRACT	NRM			
17	PROTECT	NRM						
18	RAIN DANCE	WTR						
21	FRUSTRATION	NRM						
26	EARTHQUAKE	GRD						

HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
04	STRENGTH	NRM
06	ROCK SMASH	FTG
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
ROLLOUT	RCK				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ICY WIND (BP)	ELC				
ENDURE (BP)	NRM				
BODY SLAM (BP)	NRM				
DEFENSE CURL (BP)	NRM				

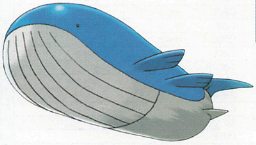
#100 WAILORD

TYPE: WATER

ABILITY: WATER VEIL / OBLIVIOUS

EGG: FIELD / WATER 2

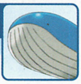
HEIGHT / WEIGHT: 47'7" / 878 lbs.



HP DEFENSE
SPEED SA
ATTACK SD

EVOLUTION FAMILY

EVOLVES AT LEVEL 40



WAILORD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	SPLASH	NRM	CUTE	♥♥	
L1	GROWL	NRM	CUTE	♥♥	
L1	WATER GUN	WTR	CUTE	♥♥♥♥	
L1	ROLLOUT	RCK	TOUGH	♥♥♥	
L5	GROWL	NRM	CUTE	♥♥	
L10	WATER GUN	WTR	CUTE	♥♥♥♥	
L14	ROLLOUT	RCK	TOUGH	♥♥♥	
L19	WHIRLPOOL	WTR	BEAUTY	♥♥♥	
L23	ASTONISH	GHO	SMART	♥♥	♥♥♥
L28	WATER PULSE	WTR	BEAUTY	♥♥♥	
L32	MIST	ICE	BEAUTY	♥	
L37	REST	PSY	CUTE	♥♥	
L44	WATER SPOUT	WTR	BEAUTY	♥	
L52	AMNESIA	PSY	CUTE	♥	
L59	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	26	EARTHQUAKE	GRD			
05	ROAR	NRM	27	RETURN	NRM			
06	TOXIC	PSN	32	DOUBLE TEAM	NRM			
07	HAIL	ICE	39	ROCK TOMB	RCK			
10	HIDDEN POWER	NRM	42	FACADE	NRM			
13	ICE BEAM	ICE	43	SECRET POWER	NRM			
14	BLIZZARD	ICE	44	REST	PSY			
15	HYPER BEAM	NRM	45	ATTRACT	NRM			
17	PROTECT	NRM						
18	RAIN DANCE	WTR						
21	FRUSTRATION	NRM						

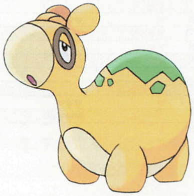
HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
04	STRENGTH	NRM
06	ROCK SMASH	FTG
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
ROLLOUT	RCK				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ICY WIND (BP)	ELC				
ENDURE (BP)	NRM				
BODY SLAM (BP)	NRM				
DEFENSE CURL (BP)	NRM				

#101 NUMEL



TYPE: FIRE-GROUND
ABILITY: OBLIVIOUS
EGG: FIELD
HEIGHT / WEIGHT: 2'4" / 53 lbs.

HP | DEFENSE | SPEED | SA | ATTACK | SD

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	GROWL	NRM	CUTE	♥♥	
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L11	EMBER	FIRE	BEAUTY	♥♥♥♥	
L19	MAGNITUDE	GRD	TOUGH	♥	
L25	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
L29	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
L31	AMNESIA	PSY	CUTE	♥	
L35	EARTHQUAKE	GRD	TOUGH	♥	♥♥♥
L41	FLAMETHROWER	FIRE	BEAUTY	♥♥♥♥	
L49	DOUBLE-EDGE	NRM	TOUGH	♥♥♥♥♥♥	
EG	HOWL	NRM	COOL	♥	
EG	SCARY FACE	NRM	TOUGH	♥♥	♥
EG	BODY SLAM	NRM	TOUGH	♥	♥♥♥♥
EG	ROLLOUT	RCK	TOUGH	♥♥♥	
EG	DEFENSE CURL	NRM	CUTE	♥♥	
EG	STOMP	NRM	TOUGH	♥	♥♥♥♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	38	FIRE BLAST	FIRE
10	HIDDEN POWER	NRM	39	ROCK TOMB	RCK
11	SUNNY DAY	FIRE	42	FACADE	NRM
17	PROTECT	NRM	43	SECRET POWER	NRM
21	FRUSTRATION	NRM	44	REST	PSY
26	EARTHQUAKE	GHO	45	ATTRACT	NRM
27	RETURN	NRM	50	OVERHEAT	FIRE
28	DIG	GRD			
32	DOUBLE TEAM	NRM			
35	FLAMETHROWER	FIRE			
37	SANDSTORM	RCK			

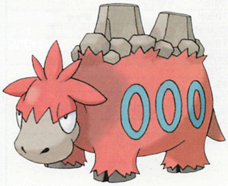
HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	DEFENSE CURL (BP)	NRM
ROLLOUT	RCK		
DOUBLE-EDGE	NRM		
SLEEP TALK	NRM		
SUBSTITUTE	NRM		
MIMIC	NRM		
SNORE (BP)	NRM		
ROCK SLIDE (BP)	RCK		
ENDURE (BP)	NRM		
MUD-SLAP (BP)	GRD		
BODY SLAM (BP)	NRM		

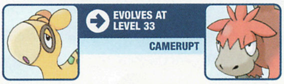
#102 CAMERUPT



TYPE: FIRE-GROUND
ABILITY: MAGMA ARMOR
EGG: FIELD
HEIGHT / WEIGHT: 6'3" / 485 lbs.

HP | DEFENSE | SPEED | SA | ATTACK | SD

EVOLUTION FAMILY



LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	GROWL	NRM	CUTE	♥♥	
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	EMBER	FIRE	BEAUTY	♥♥♥♥	
L1	MAGNITUDE	GRD	TOUGH	♥	
L11	EMBER	FIRE	BEAUTY	♥♥♥♥	
L19	MAGNITUDE	GRD	TOUGH	♥	
L25	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
L29	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
L31	AMNESIA	PSY	CUTE	♥	
L33	ROCK SLIDE	RCK	TOUGH	♥	♥♥♥
L37	EARTHQUAKE	GRD	TOUGH	♥	♥♥♥
L45	ERUPTION	FIRE	BEAUTY	♥	
L55	FISSURE	GRD	TOUGH	♥♥	♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE
05	ROAR	NRM	35	FLAMETHROWER	FIRE
06	TOXIC	PSN	37	SANDSTORM	RCK
10	HIDDEN POWER	NRM	38	FIRE BLAST	FIRE
11	SUNNY DAY	FIRE	39	ROCK TOMB	RCK
15	HYPER BEAM	NRM	42	FACADE	NRM
17	PROTECT	NRM	43	SECRET POWER	NRM
21	FRUSTRATION	NRM	44	REST	PSY
26	EARTHQUAKE	GHO	45	ATTRACT	NRM
27	RETURN	NRM	50	OVERHEAT	FIRE
28	DIG	GRD			
32	DOUBLE TEAM	NRM			

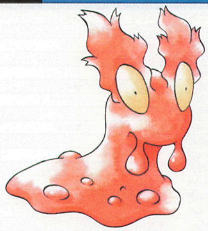
HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	BODY SLAM (BP)	NRM
ROLLOUT	RCK	DEFENSE CURL (BP)	NRM
DOUBLE-EDGE	NRM		
EXPLOSION	NRM		
SLEEP TALK	NRM		
SUBSTITUTE	NRM		
MIMIC	NRM		
SNORE (BP)	NRM		
ROCK SLIDE (BP)	RCK		
ENDURE (BP)	NRM		
MUD-SLAP (BP)	GRD		

#103 SLUGMA



TYPE: FIRE
ABILITY: MAGMA ARMOR / FLAME BODY
EGG: AMORPHOUS
HEIGHT / WEIGHT: 2'4" / 77 lbs.

HP DEFENSE
SPEED SA
ATTACK SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	YAWN	NRM	CUTE	♥♥	
L1	SMOG	NRM	TOUGH	♥	♥♥♥
L8	EMBER	FIRE	BEAUTY	♥♥♥♥	
L15	ROCK THROW	RCK	TOUGH	♥♥	
L22	HARDEN	NRM	TOUGH	♥♥	
L29	AMNESIA	PSY	CUTE	♥	
L36	FLAMETHROWER	FIRE	BEAUTY	♥♥♥♥	
L43	ROCK SLIDE	RCK	TOUGH	♥	♥♥♥
L50	BODY SLAM	NRM	TOUGH	♥	♥♥♥♥
EG	ACID ARMOR	PSN	TOUGH	♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	42	FACADE	NRM			
10	HIDDEN POWER	NRM	43	SECRET POWER	NRM			
11	SUNNY DAY	FIRE	44	REST	PSY			
16	LIGHT SCREEN	PSY	45	ATTRACT	NRM			
17	PROTECT	NRM	50	OVERHEAT	FIRE			
21	FRUSTRATION	NRM						
27	RETURN	NRM						
32	DOUBLE TEAM	NRM						
33	REFLECT	PSY						
35	FLAMETHROWER	FIRE						
38	FIRE BLAST	FIRE						

HM MOVES

HM	ATTACK	TYPE
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	DEFENSE CURL (BP)	NRM		
ROLLOUT	RCK				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
ENDURE (BP)	NRM				
MUD-SLAP (BP)	GRD				
BODY SLAM (BP)	NRM				

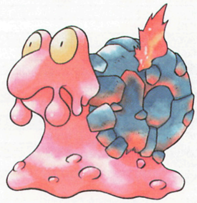
#103

SLUGMA

#104

MAGCARGO

#104 MAGCARGO



TYPE: FIRE-ROCK
ABILITY: MAGMA ARMOR / FLAME BODY
EGG: AMORPHOUS
HEIGHT / WEIGHT: 2'7" / 121 lbs.

HP DEFENSE
SPEED SA
ATTACK SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	YAWN	NRM	CUTE	♥♥	
L1	SMOG	PSN	TOUGH	♥	♥♥♥
L1	EMBER	FIRE	BEAUTY	♥♥♥♥	
L1	ROCK THROW	RCK	TOUGH	♥♥	
L8	EMBER	FIRE	BEAUTY	♥♥♥♥	
L15	ROCK THROW	RCK	TOUGH	♥♥	
L22	HARDEN	NRM	TOUGH	♥♥	
L29	AMNESIA	PSY	CUTE	♥	
L36	FLAMETHROWER	FIRE	BEAUTY	♥♥♥♥	
L48	ROCK SLIDE	RCK	TOUGH	♥	♥♥♥
L60	BODY SLAM	NRM	TOUGH	♥	♥♥♥♥

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	35	FLAMETHROWER	FIRE			
10	HIDDEN POWER	NRM	37	SANDSTORM	RCK			
11	SUNNY DAY	FIRE	38	FIRE BLAST	FIRE			
15	HYPER BEAM	NRM	39	ROCK TOMB	RCK			
16	LIGHT SCREEN	PSY	42	FACADE	NRM			
17	PROTECT	NRM	43	SECRET POWER	NRM			
21	FRUSTRATION	NRM	44	REST	PSY			
26	EARTHQUAKE	GRD	45	ATTRACT	NRM			
27	RETURN	NRM	50	OVERHEAT	FIRE			
32	DOUBLE TEAM	NRM						
33	REFLECT	PSY						

HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	DEFENSE CURL (BP)	NRM		
ROLLOUT	RCK				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
ENDURE (BP)	NRM				
MUD-SLAP (BP)	GRD				
BODY SLAM (BP)	NRM				

#105 TORKOAL

TYPE: FIRE
ABILITY: WHITE SMOKE
EGG: FIELD
HEIGHT / WEIGHT: 1'8" / 177 lbs.

HP	■■□□	DEFENSE	■■■■
SPEED	■□□□	SA	■■■□
ATTACK	■■■□	SD	■■□□

EVOLUTION FAMILY

NO EVOLUTION

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	EMBER	FIRE	BEAUTY	♥♥♥♥	
L4	SMOG	PSN	TOUGH	♥	♥♥♥
L7	CURSE	?	TOUGH	♥♥♥	
L14	SMOKE SCREEN	NRM	SMART	♥♥♥	
L17	FIRE SPIN	FIRE	BEAUTY	♥♥♥	
L20	BODY SLAM	NRM	TOUGH	♥	♥♥♥♥
L27	PROTECT	NRM	CUTE	♥	
L30	FLAMETHROWER	FIRE	BEAUTY	♥♥♥♥	
L33	IRON DEFENSE	STL	TOUGH	♥	
L40	AMNESIA	PSY	CUTE	♥	
L43	FLAIL	NRM	CUTE	♥	
L46	HEAT WAVE	FIRE	BEAUTY	♥♥♥♥	
EG	ERUPTION	FIRE	BEAUTY	♥	
EG	ENDURE	NRM	TOUGH	♥♥	
EG	SLEEP TALK	NRM	CUTE	♥♥♥	
EG	YAWN	NRM	CUTE	♥♥	

TM MOVES

TM	ATTACK	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
21	FRUSTRATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
32	DOUBLE TEAM	NRM
35	FLAMETHROWER	FIRE
36	SLUDGE BOMB	PSN
38	FIRE BLAST	FIRE
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
50	OVERHEAT	FIRE

HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
EXPLOSION	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ROCK SLIDE (BP)	RCK
ENDURE (BP)	NRM
MUD-SLAP (BP)	GRD
BODY SLAM (BP)	NRM

#106 GRIMER

TYPE: POISON
ABILITY: STENCH / STICKY HOLD
EGG: AMORPHOUS
HEIGHT / WEIGHT: 2'11" / 66 lbs.

HP	■■□□	DEFENSE	■□□□
SPEED	■□□□	SA	■□□□
ATTACK	■■□□	SD	■□□□

EVOLUTION FAMILY

EVOLVES AT LEVEL 38

MUK

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	POISON GAS	PSN	SMART	♥♥♥	
L1	POUND	NRM	TOUGH	♥♥♥♥	
L4	HARDEN	NRM	TOUGH	♥♥	
L8	DISABLE	NRM	SMART	♥♥	
L13	SLUDGE	PSN	TOUGH	♥	♥♥♥♥
L19	MINIMIZE	NRM	CUTE	♥♥	
L26	SCREECH	NRM	SMART	♥	♥♥♥
L34	ACID ARMOR	PSN	TOUGH	♥	
L43	SLUDGE BOMB	PSN	TOUGH	♥♥	♥
L53	MEMENTO	DRK	TOUGH	♥♥♥♥♥♥♥♥	
EG	HAZE	ICE	BEAUTY	♥♥♥	
EG	MEAN LOOK	NRM	BEAUTY	♥♥	
EG	LICK	GHO	TOUGH	♥	♥♥♥♥
EG	IMPRISON	PSY	SMART	♥♥♥	
EG	CURSE	?	TOUGH	♥♥♥	
EG	SHADOW PUNCH	GHO	SMART	♥♥	
EG	EXPLOSION	NRM	BEAUTY	♥♥♥♥♥♥♥♥	

TM MOVES

TM	ATTACK	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
17	PROTECT	NRM
18	RAIN DANCE	WTR
19	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
35	FLAMETHROWER	FIRE
36	SLUDGE BOMB	PSN
38	FIRE BLAST	FIRE
39	ROCK TOMB	RCK
41	TORMENT	DRK
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

HM MOVES

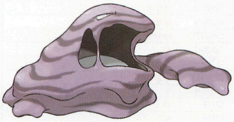
HM	ATTACK	TYPE

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
EXPLOSION	NRM
SLEEP TALK	NRM
DYNAMICPUNCH	FTG
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
THUNDERPUNCH (BP)	ELC
ENDURE (BP)	NRM
MUD-SLAP (BP)	GRD
BODY SLAM (BP)	NRM
FIRE PUNCH (BP)	FIRE
ICE PUNCH (BP)	ICE

#107 MUK

TYPE: POISON
ABILITY: STENCH / STICKY HOLD
EGG: AMORPHOUS
HEIGHT / WEIGHT: 3'11" / 66 lbs.

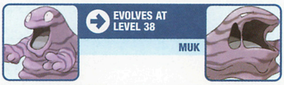


HP	■■■□	DEFENSE	■■□□
SPEED	■□□□	SA	■■□□
ATTACK	■■■□	SD	■■■□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	POISON GAS	PSN	SMART	♥♥♥	
L1	POUND	NRM	TOUGH	♥♥♥♥	
L1	HARDEN	NRM	TOUGH	♥♥	
L4	HARDEN	NRM	TOUGH	♥♥	
L8	DISABLE	NRM	SMART	♥♥	
L13	SLUDGE	PSN	TOUGH	♥	♥♥♥♥
L19	MINIMIZE	NRM	CUTE	♥♥	
L26	SCREECH	NRM	SMART	♥	♥♥♥
L34	ACID ARMOR	PSN	TOUGH	♥	
L47	SLUDGE BOMB	PSN	TOUGH	♥♥	♥
L61	MEMENTO	DRK	TOUGH	♥♥♥♥♥♥♥♥	

EVOLUTION FAMILY



TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	25	THUNDER	ELC	42	FACADE	NRM
06	TOXIC	PSN	27	RETURN	NRM	43	SECRET POWER	NRM
10	HIDDEN POWER	NRM	28	DIG	GRD	44	REST	PSY
11	SUNNY DAY	FIRE	31	BRICK BREAK	FTG	45	ATTRACT	NRM
12	TAUNT	DRK	32	DOUBLE TEAM	NRM	46	THIEF	DRK
15	HYPER BEAM	NRM	34	SHOCK WAVE	ELC			
17	PROTECT	NRM	35	FLAMETHROWER	FIRE			
18	RAIN DANCE	WTR	36	SLUDGE BOMB	PSN			
19	GIGA DRAIN	GRS	38	FIRE BLAST	FIRE			
21	FRUSTRATION	NRM	39	ROCK TOMB	RCK			
24	THUNDERBOLT	ELC	41	TORMENT	DRK			

HM MOVES

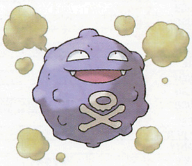
HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	FIRE PUNCH (BP)	FIRE		
EXPLOSION	NRM	ICE PUNCH (BP)	ICE		
SLEEP TALK	NRM				
DYNAMICPUNCH	FTG				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
THUNDERPUNCH (BP)	ELC				
ENDURE (BP)	NRM				
MUD-SLAP (BP)	GRD				
BODY SLAM (BP)	NRM				

#108 KOFFING

TYPE: POISON
ABILITY: LEVITATE
EGG: AMORPHOUS
HEIGHT / WEIGHT: 2'0" / 2 lbs.

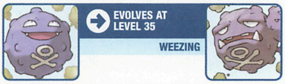


HP	■□□□	DEFENSE	■■■□
SPEED	■□□□	SA	■■□□
ATTACK	■■□□	SD	■□□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	POISON GAS	PSN	SMART	♥♥♥	
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L9	SMOG	PSN	TOUGH	♥	♥♥♥
L17	SELFDESTRUCT	NRM	BEAUTY	♥♥♥♥♥♥♥♥	
L21	SLUDGE	PSN	TOUGH	♥	♥♥♥♥
L25	SMOKESCREEN	NRM	SMART	♥♥♥	
L33	HAZE	ICE	BEAUTY	♥♥♥	
L41	EXPLOSION	NRM	BEAUTY	♥♥♥♥♥♥♥♥	
L45	DESTINY BOND	GHO	SMART	♥♥♥♥♥♥♥♥	
L49	MEMENTO	DRK	TOUGH	♥♥♥♥♥♥♥♥	
EG	SCREECH	NRM	SMART	♥	♥♥♥
EG	PSYWAVE	PSY	SMART	♥♥	♥
EG	PSYBEAM	PSY	BEAUTY	♥♥♥	
EG	DESTINY BOND	GHO	SMART	♥♥♥♥♥♥♥♥	
EG	PAIN SPLIT	NRM	SMART	♥	♥♥♥♥
EG	WILL-O-WISP	FIRE	BEAUTY	♥	♥♥♥♥

EVOLUTION FAMILY



TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	32	DOUBLE TEAM	NRM			
10	HIDDEN POWER	NRM	34	SHOCK WAVE	ELC			
11	SUNNY DAY	FIRE	35	FLAMETHROWER	FIRE			
12	TAUNT	DRK	36	SLUDGE BOMB	PSN			
17	PROTECT	NRM	38	FIRE BLAST	FIRE			
18	RAIN DANCE	WTR	41	TORMENT	DRK			
21	FRUSTRATION	NRM	42	FACADE	NRM			
24	THUNDERBOLT	ELC	43	SECRET POWER	NRM			
25	THUNDER	ELC	44	REST	PSY			
27	RETURN	NRM	45	ATTRACT	NRM			
30	SHADOW BALL	GHO	46	THIEF	DRK			

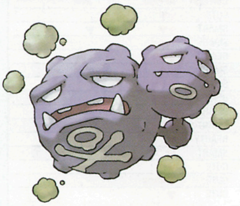
HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
ROLLOUT	RCK				
EXPLOSION	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ENDURE (BP)	NRM				

#109 WEEZING



TYPE: POISON
ABILITY: LEVITATE
EGG: AMORPHOUS
HEIGHT / WEIGHT: 3'11" / 21 lbs.

Stat	Rating	Stat	Rating
HP	■■□□	DEFENSE	■■■■
SPEED	■■□□	SA	■■■□
ATTACK	■■■□	SD	■■□□

EVOLUTION FAMILY

EVOLVES AT LEVEL 35

WEEZING

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	POISON GAS	PSN	SMART	♥♥♥	
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	SMOG	PSN	TOUGH	♥	♥♥♥
L1	SELFDESTRUCT	NRM	BEAUTY	♥♥♥♥♥♥♥♥	
L9	SMOG	PSN	TOUGH	♥	♥♥♥
L17	SELFDESTRUCT	NRM	BEAUTY	♥♥♥♥♥♥♥♥	
L21	SLUDGE	PSN	TOUGH	♥	♥♥♥♥
L25	SMOKESCREEN	NRM	SMART	♥♥♥	
L33	HAZE	ICE	BEAUTY	♥♥♥	
L44	EXPLOSION	NRM	BEAUTY	♥♥♥♥♥♥♥♥	
L51	DESTINY BOND	GHO	SMART	♥♥♥♥♥♥♥♥	
L58	MEMENTO	DRK	TOUGH	♥♥♥♥♥♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	30	SHADOW BALL	GHO	46	THIEF	DRK
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
11	SUNNY DAY	FIRE	34	SHOCK WAVE	ELC			
12	TAUNT	DRK	35	FLAMETHROWER	FIRE			
15	HYPER BEAM	NRM	36	SLUDGE BOMB	PSN			
17	PROTECT	NRM	38	FIRE BLAST	FIRE			
18	RAIN DANCE	WTR	41	TORMENT	DRK			
21	FRUSTRATION	NRM	42	FACADE	NRM			
24	THUNDERBOLT	ELC	43	SECRET POWER	NRM			
25	THUNDER	ELC	44	REST	PSY			
27	RETURN	NRM	45	ATTRACT	NRM			

HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
ROLLOUT	RCK				
EXPLOSION	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ENDURE (BP)	NRM				

#109 WEEZING

#110 SPOINK

TYPE: PSYCHIC
ABILITY: THICK FAT / OWN TEMPO
EGG: FIELD
HEIGHT / WEIGHT: 2'4" / 67 lbs.

Stat	Rating	Stat	Rating
HP	■■□□	DEFENSE	■□□□
SPEED	■■□□	SA	■■□□
ATTACK	■□□□	SD	■■□□

EVOLUTION FAMILY

EVOLVES AT LEVEL 32

GRUMPIG

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	SPLASH	NRM	CUTE	♥♥	
L7	PSYWAVE	PSY	SMART	♥♥	♥
L10	ODOR SLEUTH	NRM	SMART	♥♥♥	
L16	PSYBEAM	PSY	BEAUTY	♥♥♥	
L19	PSYCH UP	NRM	SMART	♥♥	
L25	CONFUSE RAY	GHO	SMART	♥♥♥	
L28	MAGIC COAT	PSY	BEAUTY	♥	
L34	PSYCHIC	PSY	SMART	♥	♥♥♥
L37	REST	PSY	CUTE	♥♥	
L37	SNORE	NRM	CUTE	♥♥♥♥	
L43	BOUNCE	FLY	CUTE	♥	
EG	FUTURE SIGHT	PSY	SMART	♥♥♥	
EG	EXTRASENSORY	PSY	COOL	♥	♥♥♥♥
EG	SUBSTITUTE	NRM	SMART	♥♥	
EG	TRICK	PSY	SMART	♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
04	CALM MIND	PSY	29	PSYCHIC	PSY	48	SKILL SWAP	PSY
06	TOXIC	PSN	30	SHADOW BALL	GHO	49	SNATCH	DRK
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
11	SUNNY DAY	FIRE	33	REFLECT	PSY			
12	TAUNT	DRK	34	SHOCK WAVE	ELC			
16	LIGHT SCREEN	PSY	41	TORMENT	DRK			
17	PROTECT	NRM	42	FACADE	NRM			
18	RAIN DANCE	WTR	43	SECRET POWER	NRM			
21	FRUSTRATION	NRM	44	REST	PSY			
23	IRON TAIL	STL	45	ATTRACT	NRM			
27	RETURN	NRM	46	THIEF	DRK			

HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	DREAM EATER (BP)	PSY		
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
SWIFT (BP)	NRM				
BODY SLAM (BP)	NRM				

#110 SPOINK

#111 GRUMPIG

TYPE: PSYCHIC
ABILITY: THICK FAT / OWN TEMPO
EGG: FIELD
HEIGHT / WEIGHT: 2'11" / 158 lbs.

HP	■■□□	DEFENSE	■■□□
SPEED	■■□□	SA	■■■□
ATTACK	■□□□	SD	■■■■

EVOLUTION FAMILY

EVOLVES AT LEVEL 32
GRUMPIG

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	SPLASH	NRM	CUTE	♥♥	
L1	PSYWAVE	PSY	SMART	♥♥	♥
L1	ODOR SLEUTH	NRM	SMART	♥♥♥	
L1	PSYBEAM	PSY	BEAUTY	♥♥♥	
L7	PSYWAVE	PSY	SMART	♥♥	♥
L10	ODOR SLEUTH	NRM	SMART	♥♥♥	
L16	PSYBEAM	PSY	BEAUTY	♥♥♥	
L19	PSYCH UP	NRM	SMART	♥♥	
L25	CONFUSE RAY	GHO	SMART	♥♥♥	
L28	MAGIC COAT	PSY	BEAUTY	♥	
L37	PSYCHIC	PSY	SMART	♥	♥♥♥
L43	REST	PSY	CUTE	♥♥	
L43	SNORE	NRM	CUTE	♥♥♥♥	
L55	BOUNCE	FLY	CUTE	♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	23	IRON TAIL	STL	45	ATTRACT	NRM
04	CALM MIND	PSY	27	RETURN	NRM	46	THIEF	DRK
06	TOXIC	PSN	29	PSYCHIC	PSY	48	SKILL SWAP	PSY
10	HIDDEN POWER	NRM	30	SHADOW BALL	GHO	49	SNATCH	DRK
11	SUNNY DAY	FIRE	32	DOUBLE TEAM	NRM			
12	TAUNT	DRK	33	REFLECT	PSY			
15	HYPER BEAM	NRM	34	SHOCK WAVE	ELC			
16	LIGHT SCREEN	PSY	41	TORMENT	DRK			
17	PROTECT	NRM	42	FACADE	NRM			
18	RAIN DANCE	WTR	43	SECRET POWER	NRM			
21	FRUSTRATION	NRM	44	REST	PSY			

HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	PSYCH UP (BP)	NRM		
DOUBLE-EDGE	NRM	SWIFT (BP)	NRM		
SLEEP TALK	NRM	SEISMIC TOSS (BP)	FTG		
DYNAMICPUNCH	FTG	MUD-SLAP (BP)	GRD		
SUBSTITUTE	NRM	BODY SLAM (BP)	NRM		
MIMIC	NRM	FIRE PUNCH (BP)	FIRE		
SNORE (BP)	NRM	MEGA KICK (BP)	NRM		
COUNTER (BP)	FTG	MEGA PUNCH (BP)	NRM		
THUNDERPUNCH (BP)	ELC	DREAM EATER (BP)	PSY		
ICY WIND (BP)	ICE	ICE PUNCH (BP)	ICE		
ENDURE (BP)	NRM				

#112 SANDSHREW

TYPE: GROUND
ABILITY: SAND VEIL
EGG: FIELD
HEIGHT / WEIGHT: 2'0" / 26 lbs.

HP	■■□□	DEFENSE	■■■□
SPEED	■□□□	SA	■□□□
ATTACK	■■□□	SD	■□□□

EVOLUTION FAMILY

EVOLVES AT LEVEL 22
SANDSLASH

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	SCRATCH	NRM	TOUGH	♥♥♥♥	
L6	DEFENSE CURL	NRM	CUTE	♥♥	
L11	SAND-ATTACK	GRD	CUTE	♥♥	♥
L17	POISON STING	PSN	SMART	♥♥	♥♥♥
L23	SLASH	NRM	COOL	♥♥♥	
L30	SWIFT	NRM	COOL	♥♥	
L37	FURY SWIPES	NRM	TOUGH	♥♥	♥
L45	SAND TOMB	GRD	SMART	♥♥♥	
L53	SANDSTORM	RCK	TOUGH	♥♥♥	
EG	FLAIL	NRM	CUTE	♥	
EG	SAFEGUARD	NRM	BEAUTY	♥	
EG	COUNTER	FTG	TOUGH	♥♥	
EG	RAPID SPIN	NRM	COOL	♥♥	
EG	ROCK SLIDE	RCK	TOUGH	♥	♥♥♥
EG	METAL CLAW	STL	COOL	♥♥♥♥	
EG	SWORDS DANCE	NRM	BEAUTY	♥	
EG	CRUSH CLAW	NRM	COOL	♥	♥♥♥♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	NRM	32	DOUBLE TEAM	NRM			
06	TOXIC	PSN	37	SANDSTORM	RCK			
10	HIDDEN POWER	NRM	39	ROCK TOMB	RCK			
11	SUNNY DAY	FIRE	40	AERIAL ACE	FLY			
17	PROTECT	NRM	42	FACADE	NRM			
21	FRUSTRATION	NRM	43	SECRET POWER	NRM			
23	IRON TAIL	STL	44	REST	PSY			
26	EARTHQUAKE	GRD	45	ATTRACT	NRM			
27	RETURN	NRM	46	THIEF	DRK			
28	DIG	GRD						
31	BRICK BREAK	FTG						

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ENDURE (BP)	NRM		
ROLLOUT	RCK	SWIFT (BP)	NRM		
DOUBLE-EDGE	NRM	SEISMIC TOSS (BP)	FTG		
SLEEP TALK	NRM	SWORDS DANCE (BP)	NRM		
DYNAMICPUNCH	FTG	MUD-SLAP (BP)	GRD		
SUBSTITUTE	NRM	BODY SLAM (BP)	NRM		
MIMIC	NRM	DEFENSE CURL (BP)	NRM		
FURY CUTTER	BUG				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
COUNTER (BP)	FTG				

#113 SANDSLASH

TYPE: GROUND
ABILITY: SAND VEIL
EGG: FIELD
HEIGHT / WEIGHT: 3'3" / 65 lbs.

HP	■■□□	DEFENSE	■■■■
SPEED	■■□□	SA	■□□□
ATTACK	■■■□	SD	■■□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	SCRATCH	NRM	TOUGH	♥♥♥♥	
L1	DEFENSE CURL	NRM	CUTE	♥♥	
L1	SAND-ATTACK	GRD	CUTE	♥♥	♥
L6	DEFENSE CURL	NRM	CUTE	♥♥	
L11	SAND-ATTACK	GRD	CUTE	♥♥	♥
L17	POISON STING	PSN	SMART	♥♥	♥♥♥
L24	SLASH	NRM	COOL	♥♥♥	
L33	SWIFT	NRM	COOL	♥♥	
L42	FURY SWIPES	NRM	TOUGH	♥♥	♥
L52	SAND TOMB	GRD	SMART	♥♥♥	
L62	SANDSTORM	RCK	TOUGH	♥♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	NRM	31	BRICK BREAK	FTG			
06	TOXIC	PSN	32	DOUBLE TEAM	NRM			
10	HIDDEN POWER	NRM	37	SANDSTORM	RCK			
11	SUNNY DAY	FIRE	39	ROCK TOMB	RCK			
15	HYPER BEAM	NRM	40	AERIAL ACE	FLY			
17	PROTECT	NRM	42	FACADE	NRM			
21	FRUSTRATION	NRM	43	SECRET POWER	NRM			
23	IRON TAIL	STL	44	REST	PSY			
26	EARTHQUAKE	GRD	45	ATTRACT	NRM			
27	RETURN	NRM	46	THIEF	DRK			
28	DIG	GRD						

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ENDURE (BP)	NRM		
ROLLOUT	RCK	SWIFT (BP)	NRM		
DOUBLE-EDGE	NRM	SEISMIC TOSS (BP)	FTG		
SLEEP TALK	NRM	SWORDS DANCE (BP)	NRM		
DYNAMICPUNCH	FTG	MUD-SLAP (BP)	GRD		
SUBSTITUTE	NRM	BODY SLAM (BP)	NRM		
MIMIC	NRM	DEFENSE CURL (BP)	NRM		
FURY CUTTER	BUG				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
COUNTER (BP)	FTG				

#114 SPINDA

TYPE: NORMAL
ABILITY: OWN TEMPO
EGG: FIELD / HUMAN-LIKE
HEIGHT / WEIGHT: 3'7" / 11 lbs.

HP	■■□□	DEFENSE	■■□□
SPEED	■■□□	SA	■■□□
ATTACK	■■□□	SD	■■□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L5	UPROAR	NRM	CUTE	♥♥♥	
L12	FAINT ATTACK	DRK	SMART	♥♥	
L16	PSYBEAM	PSY	BEAUTY	♥♥♥	
L23	HYPNOSIS	PSY	SMART	♥	♥♥♥
L27	DIZZY PUNCH	NRM	COOL	♥	♥♥♥♥
L34	TEETER DANCE	NRM	CUTE	♥♥♥♥	♥♥♥♥
L38	PSYCH UP	NRM	SMART	♥♥	
L45	DOUBLE-EDGE	NRM	TOUGH	♥♥♥♥♥♥	
L49	FLAIL	NRM	CUTE	♥	
L56	THRASH	NRM	TOUGH	♥♥♥♥	♥♥♥♥
EG	ENCORE	NRM	CUTE	♥♥	
EG	ROCK SLIDE	RCK	TOUGH	♥	♥♥♥
EG	ASSIST	NRM	CUTE	♥	
EG	DISABLE	NRM	SMART	♥♥	
EG	BATON PASS	NRM	CUTE	♥♥	
EG	WISH	NRM	CUTE	♥♥♥	
EG	TRICK	PSY	SMART	♥♥	
EG	SMELLINGSALT	NRM	SMART	♥♥	♥♥♥

EVOLUTION FAMILY

NO EVOLUTION

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	28	DIG	GRD	46	THIEF	DRK
03	WATER PULSE	WTR	29	PSYCHIC	PSY	48	SKILL SWAP	PSY
04	CALM MIND	PSY	30	SHADOW BALL	GHO	49	SNATCH	DRK
06	TOXIC	PSN	31	BRICK BREAK	FTG			
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
11	SUNNY DAY	FIRE	34	SHOCK WAVE	ELC			
17	PROTECT	NRM	39	ROCK TOMB	RCK			
18	RAIN DANCE	WTR	42	FACADE	NRM			
20	SAFEGUARD	NRM	43	SECRET POWER	NRM			
21	FRUSTRATION	NRM	44	REST	PSY			
27	RETURN	NRM	45	ATTRACT	NRM			

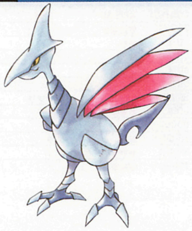
HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	THUNDERPUNCH (BP)	ELC	MEGA PUNCH (BP)	NRM
ROLLOUT	RCK	ICY WIND (BP)	ICE	DREAM EATER (BP)	PSY
DOUBLE-EDGE	NRM	ENDURE (BP)	NRM	ICE PUNCH (BP)	ICE
SLEEP TALK	NRM	PSYCH UP (BP)	NRM		
DYNAMICPUNCH	FTG	SWIFT (BP)	NRM		
SUBSTITUTE	NRM	SEISMIC TOSS (BP)	FTG		
MIMIC	NRM	MUD-SLAP (BP)	GRD		
METRONOME	NRM	BODY SLAM (BP)	NRM		
SNORE (BP)	NRM	FIRE PUNCH (BP)	FIRE		
ROCK SLIDE (BP)	RCK	DEFENSE CURL (BP)	NRM		
COUNTER (BP)	FTG	MEGA KICK (BP)	NRM		

#115 SKARMORY



TYPE: STEEL-FLYING
ABILITY: KEEN EYE / STURDY
EGG: FLYING
HEIGHT / WEIGHT: 5'7" / 111 lbs.

HP	■■□□	DEFENSE	■■■■
SPEED	■■□□	SA	■□□□
ATTACK	■■□□	SD	■■□□

EVOLUTION FAMILY

NO EVOLUTION

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	LEER	NRM	COOL	♥♥♥	
L1	PECK	FLY	COOL	♥♥♥♥	
L10	SAND-ATTACK	GRD	CUTE	♥♥	♥
L13	SWIFT	NRM	COOL	♥♥	
L16	AGILITY	PSY	COOL	♥♥♥	
L26	FURY ATTACK	NRM	COOL	♥♥	♥
L29	AIR CUTTER	FLY	COOL	♥♥	♥
L32	STEEL WING	STL	COOL	♥♥	
L42	SPIKES	GRD	SMART	♥♥	
L45	METAL SOUND	STL	SMART	♥	♥♥♥
EG	DRILL PECK	FLY	COOL	♥♥♥♥	
EG	PURSUIT	DRK	SMART	♥♥	♥
EG	WHIRLWIND	NRM	SMART	♥♥♥	
EG	SKY ATTACK	FLY	COOL	♥♥♥	
EG	CURSE	?	TOUGH	♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
05	ROAR	NRM	41	TORMENT	DRK			
06	TOXIC	PSN	42	FACADE	NRM			
10	HIDDEN POWER	NRM	43	SECRET POWER	NRM			
11	SUNNY DAY	FIRE	44	REST	PSY			
12	TAUNT	DRK	45	ATTRACT	NRM			
17	PROTECT	NRM	46	THIEF	DRK			
21	FRUSTRATION	NRM	47	STEEL WING	STL			
27	RETURN	NRM						
32	DOUBLE TEAM	NRM						
37	SANDSTORM	RCK						
40	AERIAL ACE	FLY						

HM MOVES

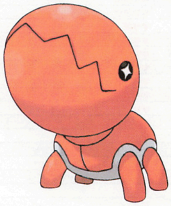
HM	ATTACK	TYPE
01	CUT	NRM
02	FLY	FLY
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
COUNTER (BP)	FTG				
ENDURE (BP)	NRM				
SWIFT (BP)	NRM				
MUD-SLAP (BP)	GRD				

#115 SKARMORY

#116 TRAPINCH



TYPE: GROUND
ABILITY: HYPER CUTTER / ARENA TRAP
EGG: BUG
HEIGHT / WEIGHT: 2'4" / 33 lbs.

HP	■□□□	DEFENSE	■□□□
SPEED	■□□□	SA	■□□□
ATTACK	■■■□	SD	■□□□

EVOLUTION FAMILY

EVOLVES AT LEVEL 35 — VIBRAVA

EVOLVES AT LEVEL 45 — FLYGON

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	BITE	DRK	TOUGH	♥	♥♥♥
L9	SAND-ATTACK	GRD	CUTE	♥♥	♥
L17	FAINT ATTACK	DRK	SMART	♥♥	
L25	SAND TOMB	GRD	SMART	♥♥♥	
L33	CRUNCH	DRK	TOUGH	♥	♥♥♥♥
L41	DIG	GRD	SMART	♥	
L49	SANDSTORM	RCK	TOUGH	♥♥♥	
L57	HYPER BEAM	NRM	COOL	♥♥♥♥	♥♥♥♥
EG	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
EG	QUICK ATTACK	NRM	COOL	♥♥♥	
EG	GUST	FLY	SMART	♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	32	DOUBLE TEAM	NRM			
10	HIDDEN POWER	NRM	37	SANDSTORM	RCK			
11	SUNNY DAY	FIRE	39	ROCK TOMB	RCK			
15	HYPER BEAM	NRM	42	FACADE	NRM			
17	PROTECT	NRM	43	SECRET POWER	NRM			
19	GIGA DRAIN	GRS	44	REST	PSY			
21	FRUSTRATION	NRM	45	ATTRACT	NRM			
22	SOLARBEAM	GRS						
26	EARTHQUAKE	GRD						
27	RETURN	NRM						
28	DIG	GRD						

HM MOVES

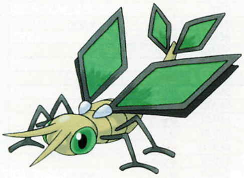
HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
ENDURE (BP)	NRM				
MUD-SLAP (BP)	GRD				
BODY SLAM (BP)	NRM				

#116 TRAPINCH

#117 VIBRAVA



TYPE: GROUND-DRAGON
ABILITY: LEVITATE
EGG: BUG
HEIGHT / WEIGHT: 3'7" / 34 lbs.

Stat	Rating	Stat	Rating
HP	■■□□	DEFENSE	■□□□
SPEED	■■□□	SA	■□□□
ATTACK	■■□□	SD	■□□□

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	BITE	DRK	TOUGH	♥	♥♥♥
L1	SAND-ATTACK	GRD	CUTE	♥♥	♥
L1	FAINT ATTACK	DRK	SMART	♥♥	
L1	SAND TOMB	GRD	SMART	♥♥♥	
L9	SAND-ATTACK	GRD	CUTE	♥♥	♥
L17	FAINT ATTACK	DRK	SMART	♥♥	
L25	SAND TOMB	GRD	SMART	♥♥♥	
L33	CRUNCH	DRK	TOUGH	♥	♥♥♥♥
L35	DRAGONBREATH	DRG	COOL	♥	♥♥♥
L41	SCREECH	NRM	SMART	♥	♥♥♥
L49	SANDSTORM	RCK	TOUGH	♥♥♥	
L57	HYPER BEAM	NRM	COOL	♥♥♥♥	♥♥♥♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	32	DOUBLE TEAM	NRM
10	HIDDEN POWER	NRM	37	SANDSTORM	RCK
11	SUNNY DAY	FIRE	39	ROCK TOMB	RCK
15	HYPER BEAM	NRM	42	FACADE	NRM
17	PROTECT	NRM	43	SECRET POWER	NRM
19	GIGA DRAIN	GRS	44	REST	PSY
21	FRUSTRATION	NRM	45	ATTRACT	NRM
22	SOLARBEAM	GRS	47	STEEL WING	STL
26	EARTHQUAKE	GRD			
27	RETURN	NRM			
28	DIG	GRD			

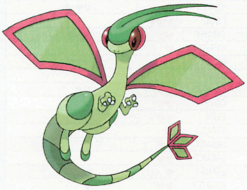
HM MOVES

HM	ATTACK	TYPE
02	FLY	FLY
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ROCK SLIDE (BP)	RCK
ENDURE (BP)	NRM
SWIFT (BP)	NRM
MUD-SLAP (BP)	GRD
BODY SLAM (BP)	NRM

#118 FLYGON



TYPE: GROUND-DRAGON
ABILITY: LEVITATE
EGG: BUG
HEIGHT / WEIGHT: 6'7" / 181 lbs.

Stat	Rating	Stat	Rating
HP	■■□□	DEFENSE	■■□□
SPEED	■■■□	SA	■■□□
ATTACK	■■■□	SD	■■□□

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	BITE	DRK	TOUGH	♥	♥♥♥
L1	SAND-ATTACK	GRD	CUTE	♥♥	♥
L1	FAINT ATTACK	DRK	SMART	♥♥	
L1	SAND TOMB	GRD	SMART	♥♥♥	
L9	SAND-ATTACK	GRD	CUTE	♥♥	♥
L17	FAINT ATTACK	DRK	SMART	♥♥	
L25	SAND TOMB	GRD	SMART	♥♥♥	
L33	CRUNCH	DRK	TOUGH	♥	♥♥♥♥
L35	DRAGONBREATH	DRG	COOL	♥	♥♥♥
L41	SCREECH	NRM	SMART	♥	♥♥♥
L53	SANDSTORM	RCK	TOUGH	♥♥♥	
L65	HYPER BEAM	NRM	COOL	♥♥♥♥	♥♥♥♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
02	DRAGON CLAW	DRG	27	RETURN	NRM	47	STEEL WING	STL
06	TOXIC	PSN	28	DIG	GRD			
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
11	SUNNY DAY	FIRE	35	FLAMETHROWER	FIRE			
15	HYPER BEAM	NRM	37	SANDSTORM	RCK			
17	PROTECT	NRM	38	FIRE BLAST	FIRE			
19	GIGA DRAIN	GRS	39	ROCK TOMB	RCK			
21	FRUSTRATION	NRM	42	FACADE	NRM			
22	SOLARBEAM	GRS	43	SECRET POWER	NRM			
23	IRON TAIL	STL	44	REST	PSY			
26	EARTHQUAKE	GRD	45	ATTRACT	NRM			

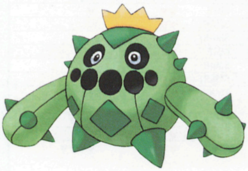
HM MOVES

HM	ATTACK	TYPE
02	FLY	FLY
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	BODY SLAM (BP)	NRM
DOUBLE-EDGE	NRM	FIRE PUNCH (BP)	FIRE
SLEEP TALK	NRM		
SUBSTITUTE	NRM		
MIMIC	NRM		
FURY CUTTER	BUG		
SNORE (BP)	NRM		
ROCK SLIDE (BP)	RCK		
ENDURE (BP)	NRM		
SWIFT (BP)	NRM		
MUD-SLAP (BP)	GRD		

#119 CACNEA



TYPE: GRASS
ABILITY: SAND VEIL
EGG: GRASS / HUMAN-LIKE
HEIGHT / WEIGHT: 1’4” / 113 lbs.

HP	■■□□	DEFENSE	■□□□
SPEED	■□□□	SA	■■■□
ATTACK	■■■□	SD	■□□□

EVOLUTION FAMILY

EVOLVES AT LEVEL 32

CACTURNE

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	POISON STING	PSN	SMART	♥♥	♥♥♥
L1	LEER	NRM	COOL	♥♥♥	
L5	ABSORB	GRS	SMART	♥♥	♥♥♥
L9	GROWTH	NRM	BEAUTY	♥	
L13	LEECH SEED	GRS	SMART	♥♥	♥♥
L17	SAND-ATTACK	GRD	CUTE	♥♥	♥
L21	PIN MISSILE	BUG	COOL	♥♥	♥
L25	INGRAIN	GRS	SMART	♥	
L29	FAINT ATTACK	DRK	SMART	♥♥	
L33	SPIKES	GRD	SMART	♥♥	
L37	NEEDLE ARM	GRS	SMART	♥	♥♥♥♥
L41	COTTON SPORE	GRS	BEAUTY	♥♥	♥
L45	SANDSTORM	RCK	TOUGH	♥♥♥	
EG	GRASSWHISTLE	GRS	SMART	♥	♥♥♥
EG	ACID	PSN	SMART	♥	♥♥♥♥
EG	TEETER DANCE	NRM	CUTE	♥♥♥♥	♥♥♥♥
EG	DYNAMICPUNCH	FTG	COOL	♥♥	♥
EG	COUNTER	FTG	TOUGH	♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	37	SANDSTORM	RCK			
06	TOXIC	PSN	42	FACADE	NRM			
09	BULLET SEED	GRS	43	SECRET POWER	NRM			
10	HIDDEN POWER	NRM	44	REST	PSY			
11	SUNNY DAY	FIRE	45	ATTRACT	NRM			
17	PROTECT	NRM						
19	GIGA DRAIN	GRS						
21	FRUSTRATION	NRM						
22	SOLARBEAM	GRS						
27	RETURN	NRM						
32	DOUBLE TEAM	NRM						

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	SEISMIC TOSS (BP)	FTG		
DOUBLE-EDGE	NRM	SWORDS DANCE (BP)	NRM		
SLEEP TALK	NRM	MUD-SLAP (BP)	GRD		
DYNAMICPUNCH	FTG	BODY SLAM (BP)	NRM		
SUBSTITUTE	NRM	MEGA PUNCH (BP)	NRM		
MIMIC	NRM				
FURY CUTTER	BUG				
SNORE (BP)	NRM				
COUNTER (BP)	FTG				
THUNDERPUNCH (BP)	ELC				
ENDURE (BP)	NRM				

#120 CACTURNE

TYPE: GRASS-DARK
ABILITY: SAND VEIL
EGG: GRASS / HUMAN-LIKE
HEIGHT / WEIGHT: 4’3” / 171 lbs.

HP	■■□□	DEFENSE	■■□□
SPEED	■■□□	SA	■■■■
ATTACK	■■■■	SD	■■□□

EVOLUTION FAMILY

EVOLVES AT LEVEL 32

CACTURNE

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	POISON STING	PSN	SMART	♥♥	♥♥♥
L1	LEER	NRM	COOL	♥♥♥	
L1	ABSORB	GRS	SMART	♥♥	♥♥♥
L1	GROWTH	NRM	BEAUTY	♥	
L5	ABSORB	GRS	SMART	♥♥	♥♥♥
L9	GROWTH	NRM	BEAUTY	♥	
L13	LEECH SEED	GRS	SMART	♥♥	♥♥
L17	SAND-ATTACK	GRD	CUTE	♥♥	♥
L21	PIN MISSILE	BUG	COOL	♥♥	♥
L25	INGRAIN	GRS	SMART	♥	
L29	FAINT ATTACK	DRK	SMART	♥♥	
L35	SPIKES	GRD	SMART	♥♥	
L41	NEEDLE ARM	GRS	SMART	♥	♥♥♥♥
L47	COTTON SPORE	GRS	BEAUTY	♥♥	♥
L53	SANDSTORM	RCK	TOUGH	♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	32	DOUBLE TEAM	NRM			
06	TOXIC	PSN	37	SANDSTORM	RCK			
09	BULLET SEED	GRS	42	FACADE	NRM			
10	HIDDEN POWER	NRM	43	SECRET POWER	NRM			
11	SUNNY DAY	FIRE	44	REST	PSY			
15	HYPER BEAM	NRM	45	ATTRACT	NRM			
17	PROTECT	NRM						
19	GIGA DRAIN	GRS						
21	FRUSTRATION	NRM						
22	SOLARBEAM	GRS						
27	RETURN	NRM						

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	SEISMIC TOSS (BP)	FTG		
DOUBLE-EDGE	NRM	SWORDS DANCE (BP)	NRM		
SLEEP TALK	NRM	MUD-SLAP (BP)	GRD		
DYNAMICPUNCH	FTG	BODY SLAM (BP)	NRM		
SUBSTITUTE	NRM	MEGA KICK (BP)	NRM		
MIMIC	NRM	MEGA PUNCH (BP)	NRM		
FURY CUTTER	BUG				
SNORE (BP)	NRM				
COUNTER (BP)	FTG				
THUNDERPUNCH (BP)	ELC				
ENDURE (BP)	NRM				

#121 SWABLU

TYPE: NORMAL-FLYING

ABILITY: NATURAL CURE

EGG: FLYING / DRAGON

HEIGHT / WEIGHT: 1'4" / 3 lbs.

Stat	Rating	Stat	Rating
HP	■□□□	DEFENSE	■■□□
SPEED	■□□□	SA	■□□□
ATTACK	■□□□	SD	■■□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	PECK	FLY	COOL	♥♥♥♥	
L1	GROWL	NRM	CUTE	♥♥	
L8	ASTONISH	GHO	SMART	♥♥	♥♥♥
L11	SING	NRM	CUTE	♥♥	
L18	FURY ATTACK	NRM	COOL	♥♥	♥
L21	SAFEGUARD	NRM	BEAUTY	♥	
L28	MIST	ICE	BEAUTY	♥	
L31	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
L38	MIRROR MOVE	FLY	SMART	♥	
L41	REFRESH	NRM	CUTE	♥	
L48	PERISH SONG	NRM	BEAUTY	♥♥	♥
EG	AGILITY	PSY	COOL	♥♥♥	
EG	HAZE	ICE	BEAUTY	♥♥♥	
EG	PURSUIT	DRK	SMART	♥♥	♥
EG	RAGE	NRM	COOL	♥♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
47	STEEL WING	STL

HM MOVES

HM	ATTACK	TYPE
02	FLY	FLY

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ENDURE (BP)	NRM
PSYCH UP (BP)	NRM
SWIFT (BP)	NRM
MUD-SLAP (BP)	GRD
BODY SLAM (BP)	NRM
DREAM EATER (BP)	PSY

#122 ALTARIA

TYPE: DRAGON-FLYING

ABILITY: NATURAL CURE

EGG: FLYING / DRAGON

HEIGHT / WEIGHT: 3'7" / 45 lbs.

Stat	Rating	Stat	Rating
HP	■■□□	DEFENSE	■■■□
SPEED	■■□□	SA	■■□□
ATTACK	■■□□	SD	■■■□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	PECK	FLY	COOL	♥♥♥♥	
L1	GROWL	NRM	CUTE	♥♥	
L1	ASTONISH	GHO	SMART	♥♥	♥♥♥
L1	SING	NRM	CUTE	♥♥	
L8	ASTONISH	GHO	SMART	♥♥	♥♥♥
L11	SING	NRM	CUTE	♥♥	
L18	FURY ATTACK	NRM	COOL	♥♥	♥
L21	SAFEGUARD	NRM	BEAUTY	♥	
L28	MIST	ICE	BEAUTY	♥	
L31	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
L35	DRAGONBREATH	DRG	COOL	♥	♥♥♥
L40	DRAGON DANCE	DRG	COOL	♥	
L45	REFRESH	NRM	CUTE	♥	
L54	PERISH SONG	NRM\	BEAUTY	♥♥	♥
L59	SKY ATTACK	FLY	COOL	♥♥♥	

EVOLUTION FAMILY

TM MOVES

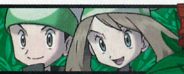
TM	ATTACK	TYPE
02	DRAGON CLAW	DRG
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
23	IRON TAIL	STL
26	EARTHQUAKE	GRD
27	RETURN	NRM
32	DOUBLE TEAM	NRM
35	FLAMETHROWER	FIRE
38	FIRE BLAST	FIRE
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
47	STEEL WING	STL

HM MOVES

HM	ATTACK	TYPE
02	FLY	FLY
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ENDURE (BP)	NRM
PSYCH UP (BP)	NRM
SWIFT (BP)	NRM
MUD-SLAP (BP)	GRD
BODY SLAM (BP)	NRM
DREAM EATER (BP)	PSY



#123 ZANGOOSE

TYPE: NORMAL
ABILITY: IMMUNITY
EGG: FIELD
HEIGHT / WEIGHT: 4'3" / 89 lbs.

HP	■■□□	DEFENSE	■■□□
SPEED	■■■□	SA	■■□□
ATTACK	■■■■	SD	■■□□

EVOLUTION FAMILY

NO EVOLUTION

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	SCRATCH	PSN	TOUGH	♥♥♥♥	
L1	LEER	NRM	COOL	♥♥♥	
L7	QUICK ATTACK	NRM	COOL	♥♥♥	
L10	SWORDS DANCE	NRM	BEAUTY	♥	
L13	FURY CUTTER	BUG	COOL	♥♥♥	
L19	SLASH	NRM	COOL	♥♥♥	
L25	PURSUIT	DRK	SMART	♥♥	♥
L31	CRUSH CLAW	NRM	COOL	♥	♥♥♥♥
L37	TAUNT	DRK	SMART	♥♥	
L46	DETECT	FTG	COOL	♥♥	
L55	FALSE SWIPE	NRM	COOL	♥	♥♥♥
EG	FLAIL	NRM	CUTE	♥	
EG	DOUBLE KICK	FTG	COOL	♥♥	
EG	RAZOR WIND	NRM	COOL	♥♥♥	
EG	COUNTER	FTG	TOUGH	♥♥	
EG	ROAR	NRM	COOL	♥♥♥	
EG	CURSE	?	TOUGH	♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	19	GIGA DRAIN	GRS	34	SHOCK WAVE	ELC
03	WATER PULSE	WTR	21	FRUSTRATION	NRM	35	FLAMETHROWER	FIRE
05	ROAR	NRM	22	SOLARBEAM	GRS	38	FIRE BLAST	FIRE
06	TOXIC	PSN	23	IRON TAIL	STL	40	AERIAL ACE	FLY
10	HIDDEN POWER	NRM	24	THUNDERBOLT	ELC	42	FACADE	NRM
11	SUNNY DAY	FIRE	25	THUNDER	ELC	43	SECRET POWER	NRM
12	TAUNT	DRK	27	RETURN	NRM	44	REST	PSY
13	ICE BEAM	ICE	28	DIG	GRD	45	ATTRACT	NRM
14	BLIZZARD	ICE	30	SHADOW BALL	GHO	46	THIEF	DRK
17	PROTECT	NRM	31	BRICK BREAK	FTG			
18	RAIN DANCE	WTR	32	DOUBLE TEAM	NRM			

HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	THUNDERPUNCH (BP)	ELC	MEGA KICK (BP)	NRM
ROLLOUT	RCK	ICY WIND (BP)	ICE	MEGA PUNCH (BP)	NRM
DOUBLE-EDGE	NRM	ENDURE (BP)	NRM	ICE PUNCH (BP)	ICE
SLEEP TALK	NRM	SWIFT (BP)	NRM		
DYNAMICPUNCH	FTG	SEISMIC TOSS (BP)	FTG		
SUBSTITUTE	NRM	SWORDS DANCE (BP)	NRM		
MIMIC	NRM	THUNDER WAVE (BP)	ELC		
FURY CUTTER	BUG	MUD-SLAP (BP)	GRD		
SNORE (BP)	NRM	BODY SLAM (BP)	NRM		
ROCK SLIDE (BP)	RCK	FIRE PUNCH (BP)	FIRE		
COUNTER (BP)	FTG	DEFENSE CURL (BP)	NRM		

#123

ZANGOOSE

#124

SEVIPER

#124 SEVIPER

TYPE: POISON
ABILITY: SHED SKIN
EGG: FIELD / DRAGON
HEIGHT / WEIGHT: 8'10" / 116 lbs.

HP	■■□□	DEFENSE	■■□□
SPEED	■■□□	SA	■■■□
ATTACK	■■■□	SD	■■□□

EVOLUTION FAMILY

NO EVOLUTION

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	WRAP	NRM	TOUGH	♥♥♥	
L7	LICK	GHO	TOUGH	♥	♥♥♥♥
L10	BITE	DRK	TOUGH	♥	♥♥♥
L16	POISON TAIL	PSN	SMART	♥♥♥	
L19	SCREECH	NRM	SMART	♥	♥♥♥
L25	GLARE	NRM	TOUGH	♥	♥♥♥
L28	CRUNCH	DRK	TOUGH	♥	♥♥♥♥
L34	POISON FANG	PSN	SMART	♥♥♥	
L37	SWAGGER	NRM	CUTE	♥♥	
L43	HAZE	ICE	BEAUTY	♥♥♥	
EG	STOCKPILE	NRM	TOUGH	♥♥	
EG	SWALLOW	NRM	TOUGH	♥	
EG	SPIT UP	NRM	TOUGH	♥♥♥♥	
EG	BODY SLAM	NRM	TOUGH	♥	♥♥♥♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	28	DIG	GRD			
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
11	SUNNY DAY	FIRE	35	FLAMETHROWER	FIRE			
12	TAUNT	DRK	36	SLUDGE BOMB	PSN			
17	PROTECT	NRM	42	FACADE	NRM			
18	RAIN DANCE	WTR	43	SECRET POWER	NRM			
19	GIGA DRAIN	GRS	44	REST	PSY			
21	FRUSTRATION	NRM	45	ATTRACT	NRM			
23	IRON TAIL	STL	46	THIEF	DRK			
26	EARTHQUAKE	GRD	49	SNATCH	DRK			
27	RETURN	NRM						

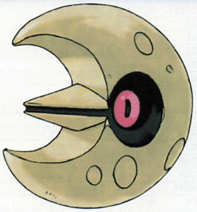
HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
FURY CUTTER	BUG				
SNORE (BP)	NRM				
ENDURE (BP)	NRM				
SWIFT (BP)	NRM				
MUD-SLAP (BP)	GRD				
BODY SLAM (BP)	NRM				

#125 LUNATONE



TYPE: ROCK-PSYCHIC
ABILITY: LEVITATE
EGG: GENDER UNKNOWN
HEIGHT / WEIGHT: 3'3" / 370 lbs.

HP, DEFENSE, SPEED, SA, ATTACK, SD

EVOLUTION FAMILY

NO EVOLUTION

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	HARDEN	NRM	TOUGH	♥♥	
L7	CONFUSION	PSY	SMART	♥♥	♥♥♥
L13	ROCK THROW	RCK	TOUGH	♥♥	
L19	HYPNOSIS	PSY	SMART	♥	♥♥♥
L25	PSYWAVE	PSY	SMART	♥♥	♥
L31	COSMIC POWER	PSY	COOL	♥	
L37	PSYCHIC	PSY	SMART	♥	♥♥♥
L43	FUTURE SIGHT	PSY	SMART	♥♥♥	
L49	EXPLOSION	NRM	BEAUTY	♥♥♥♥♥♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
04	CALM MIND	PSY	27	RETURN	NRM			
06	TOXIC	PSN	29	PSYCHIC	PSY			
10	HIDDEN POWER	NRM	30	SHADOW BALL	GHO			
13	ICE BEAM	ICE	32	DOUBLE TEAM	NRM			
15	HYPER BEAM	NRM	33	REFLECT	PSY			
16	LIGHT SCREEN	PSY	37	SANDSTORM	RCK			
17	PROTECT	NRM	39	ROCK TOMB	RCK			
18	RAIN DANCE	WTR	42	FACADE	NRM			
20	SAFEGUARD	NRM	43	SECRET POWER	NRM			
21	FRUSTRATION	NRM	44	REST	PSY			
26	EARTHQUAKE	GRD	48	SKILL SWAP	PSY			

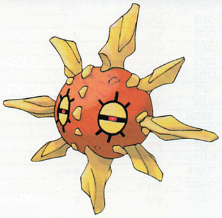
HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	SWIFT (BP)	NRM		
ROLLOUT	RCK	BODY SLAM (BP)	NRM		
DOUBLE-EDGE	NRM	DEFENSE CURL (BP)	NRM		
EXPLOSION	NRM	DREAM EATER (BP)	PSY		
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				

#126 SOLROCK



TYPE: ROCK-PSYCHIC
ABILITY: LEVITATE
EGG: GENDER UNKNOWN
HEIGHT / WEIGHT: 3'11" / 340 lbs.

HP, DEFENSE, SPEED, SA, ATTACK, SD

EVOLUTION FAMILY

NO EVOLUTION

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	HARDEN	NRM	TOUGH	♥♥	
L7	CONFUSION	PSY	SMART	♥♥	♥♥♥
L13	ROCK THROW	RCK	TOUGH	♥♥	
L19	FIRE SPIN	FIRE	BEAUTY	♥♥♥	
L25	PSYWAVE	PSY	SMART	♥♥	♥
L31	COSMIC POWER	PSY	COOL	♥	
L37	ROCK SLIDE	RCK	TOUGH	♥	♥♥♥
L43	SOLARBEAM	GRS	COOL	♥♥♥♥	
L49	EXPLOSION	NRM	BEAUTY	♥♥♥♥♥♥♥♥	

TM MOVES

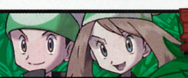
TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
04	CALM MIND	PSY	27	RETURN	NRM	44	REST	PSY
06	TOXIC	PSN	29	PSYCHIC	PSY	48	SKILL SWAP	PSY
10	HIDDEN POWER	NRM	30	SHADOW BALL	GHO	50	OVERHEAT	FIRE
11	SUNNY DAY	FIRE	32	DOUBLE TEAM	NRM			
15	HYPER BEAM	NRM	33	REFLECT	PSY			
16	LIGHT SCREEN	PSY	35	FLAMETHROWER	FIRE			
17	PROTECT	NRM	37	SANDSTORM	RCK			
20	SAFEGUARD	NRM	38	FIRE BLAST	FIRE			
21	FRUSTRATION	NRM	39	ROCK TOMB	RCK			
22	SOLARBEAM	GRS	42	FACADE	NRM			
26	EARTHQUAKE	GRD	43	SECRET POWER	NRM			

HM MOVES

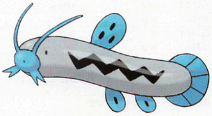
HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	SWIFT (BP)	NRM		
ROLLOUT	RCK	BODY SLAM (BP)	NRM		
DOUBLE-EDGE	NRM	DEFENSE CURL (BP)	NRM		
EXPLOSION	NRM	DREAM EATER (BP)	PSY		
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				



#127 BARBOACH



TYPE: WATER-GROUND
ABILITY: OBLIVIOUS
EGG: WATER 2
HEIGHT / WEIGHT: 1'4" / 4 lbs.

HP	■■□□	DEFENSE	■□□□
SPEED	■■□□	SA	■□□□
ATTACK	■□□□	SD	■□□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	MUD-SLAP	GRD	CUTE	♥♥	♥
L6	MUD SPORT	GRD	CUTE	♥♥♥♥	
L6	WATER SPORT	WTR	CUTE	♥♥♥♥	
L11	WATER GUN	WTR	CUTE	♥♥♥♥	
L16	MAGNITUDE	GRD	TOUGH	♥	
L21	AMNESIA	PSY	CUTE	♥	
L26	REST	PSY	CUTE	♥♥	
L26	SNORE	NRM	CUTE	♥♥♥♥	
L31	EARTHQUAKE	GRD	TOUGH	♥	♥♥♥
L36	FUTURE SIGHT	PSY	SMART	♥♥♥	
L41	FISSURE	GRD	TOUGH	♥♥	♥
EG	THRASH	NRM	TOUGH	♥♥♥♥	♥♥♥♥
EG	WHIRLPOOL	WTR	BEAUTY	♥♥♥	
EG	SPARK	ELC	COOL	♥	♥♥♥♥

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	32	DOUBLE TEAM	NRM			
06	TOXIC	PSN	37	SANDSTORM	RCK			
07	HAIL	ICE	39	ROCK TOMB	RCK			
10	HIDDEN POWER	NRM	42	FACADE	NRM			
13	ICE BEAM	ICE	43	SECRET POWER	NRM			
14	BLIZZARD	ICE	44	REST	PSY			
17	PROTECT	NRM	45	ATTRACT	NRM			
18	RAIN DANCE	WTR						
21	FRUSTRATION	NRM						
26	EARTHQUAKE	GRD						
27	RETURN	NRM						

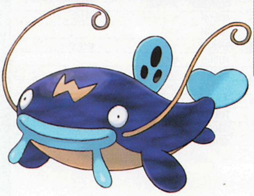
HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
MUD-SLAP	GRD				

#128 WHISCASH



TYPE: WATER-GROUND
ABILITY: OBLIVIOUS
EGG: WATER 2
HEIGHT / WEIGHT: 2'11" / 52 lbs.

HP	■■■■	DEFENSE	■■□□
SPEED	■■□□	SA	■■□□
ATTACK	■■□□	SD	■■□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TICKLE	NRM	CUTE	♥♥♥	
L1	MUD-SLAP	GRD	CUTE	♥♥	♥
L1	MUD SPORT	GRD	CUTE	♥♥♥♥	
L1	WATER SPORT	WTR	CUTE	♥♥♥♥	
L6	MUD SPORT	GRD	CUTE	♥♥♥♥	
L6	WATER SPORT	WTR	CUTE	♥♥♥♥	
L11	WATER GUN	WTR	CUTE	♥♥♥♥	
L16	MAGNITUDE	GRD	TOUGH	♥	
L21	AMNESIA	PSY	CUTE	♥	
L26	REST	PSY	CUTE	♥♥	
L26	SNORE	NRM	CUTE	♥♥♥♥	
L36	EARTHQUAKE	GRD	TOUGH	♥	♥♥♥
L46	FUTURE SIGHT	PSY	SMART	♥♥♥	
L56	FISSURE	GRD	TOUGH	♥♥	♥

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	27	RETURN	NRM			
06	TOXIC	PSN	32	DOUBLE TEAM	NRM			
07	HAIL	ICE	37	SANDSTORM	RCK			
10	HIDDEN POWER	NRM	39	ROCK TOMB	RCK			
13	ICE BEAM	ICE	42	FACADE	NRM			
14	BLIZZARD	ICE	43	SECRET POWER	NRM			
15	HYPER BEAM	NRM	44	REST	PSY			
17	PROTECT	NRM	45	ATTRACT	NRM			
18	RAIN DANCE	WTR						
21	FRUSTRATION	NRM						
26	EARTHQUAKE	GRD						

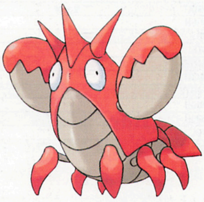
HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
04	STRENGTH	NRM
06	ROCK SMASH	FTG
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
MUD-SLAP	GRD				

#129 CORPHISH



TYPE: WATER
ABILITY: HYPER CUTTER / SHELL ARMOR
EGG: WATER 1 / WATER 3
HEIGHT / WEIGHT: 2'0" / 25 lbs.

Stat	Rating	Stat	Rating
HP	■□□□	DEFENSE	■■□□
SPEED	■□□□	SA	■□□□
ATTACK	■■□□	SD	■□□□

EVOLUTION FAMILY

EVOLVES AT LEVEL 30

CRAWDAUNT

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	BUBBLE	WTR	CUTE	♥♥	♥♥
L7	HARDEN	NRM	TOUGH	♥♥	
L10	VICEGRIP	NRM	TOUGH	♥♥♥♥	
L13	LEER	NRM	COOL	♥♥♥	
L19	BUBBLEBEAM	WTR	BEAUTY	♥	♥♥♥
L22	PROTECT	NRM	CUTE	♥	
L25	KNOCK OFF	DRK	SMART	♥	♥♥♥♥
L31	TAUNT	DRK	SMART	♥♥	
L34	CRABHAMMER	WTR	TOUGH	♥♥♥	
L37	SWORDS DANCE	NRM	BEAUTY	♥	
L43	CRUNCH	DRK			
L44	GUILLOTINE	NRM	COOL	♥♥	♥
EG	MUD SPORT	GRD	CUTE	♥♥♥♥	
EG	ENDEAVOR	NRM	TOUGH	♥♥	
EG	BODY SLAM	NRM	TOUGH	♥	♥♥♥♥
EG	ANCIENTPOWER	RCK	TOUGH	♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	28	DIG	GRD			
06	TOXIC	PSN	31	BRICK BREAK	FTG			
07	HAIL	ICE	32	DOUBLE TEAM	NRM			
10	HIDDEN POWER	NRM	36	SLUDGE BOMB	PSN			
12	TAUNT	DRK	39	ROCK TOMB	RCK			
13	ICE BEAM	ICE	40	AERIAL ACE	FLY			
14	BLIZZARD	ICE	42	FACADE	NRM			
17	PROTECT	NRM	43	SECRET POWER	NRM			
18	RAIN DANCE	WTR	44	REST	PSY			
21	FRUSTRATION	NRM	45	ATTRACT	NRM			
27	RETURN	NRM						

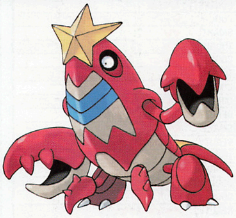
HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
03	SURF	WTR
04	STRENGTH	NRM
06	ROCK SMASH	FTG
07	WATERFALL	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	MUD-SLAP (BP)	GRD		
DOUBLE-EDGE	NRM	BODY SLAM (BP)	NRM		
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
FURY CUTTER	BUG				
SNORE (BP)	NRM				
COUNTER (BP)	FTG				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
SWORDS DANCE (BP)	NRM				

#130 CRAWDAUNT



TYPE: WATER-DARK
ABILITY: HYPER CUTTER / SHELL ARMOR
EGG: WATER 1 / WATER 3
HEIGHT / WEIGHT: 3'7" / 72 lbs.

Stat	Rating	Stat	Rating
HP	■■□□	DEFENSE	■■■□
SPEED	■■□□	SA	■■■□
ATTACK	■■■■	SD	■■□□

EVOLUTION FAMILY

EVOLVES AT LEVEL 30

CRAWDAUNT

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	BUBBLE	WTR	CUTE	♥♥	♥♥
L1	HARDEN	NRM	TOUGH	♥♥	
L1	VICEGRIP	NRM	TOUGH	♥♥♥♥	
L1	LEER	NRM	COOL	♥♥♥	
L7	HARDEN	NRM	TOUGH	♥♥	
L10	VICEGRIP	NRM	TOUGH	♥♥♥♥	
L13	LEER	NRM	COOL	♥♥♥	
L19	BUBBLEBEAM	WTR	BEAUTY	♥	♥♥♥
L22	PROTECT	NRM	CUTE	♥	
L25	KNOCK OFF	DRK	SMART	♥	♥♥♥♥
L33	TAUNT	DRK	SMART	♥♥	
L38	CRABHAMMER	WTR	TOUGH	♥♥♥	
L43	SWORDS DANCE	NRM	BEAUTY	♥	
L56	GUILLOTINE	NRM	COOL	♥♥	♥

TM MOVES

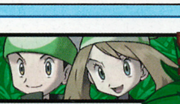
TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	27	RETURN	NRM			
06	TOXIC	PSN	28	DIG	GRD			
07	HAIL	ICE	31	BRICK BREAK	FTG			
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
12	TAUNT	DRK	36	SLUDGE BOMB	PSN			
13	ICE BEAM	ICE	39	ROCK TOMB	RCK			
14	BLIZZARD	ICE	40	AERIAL ACE	FLY			
15	HYPER BEAM	NRM	42	FACADE	NRM			
17	PROTECT	NRM	43	SECRET POWER	NRM			
18	RAIN DANCE	WTR	44	REST	PSY			
21	FRUSTRATION	NRM	45	ATTRACT	NRM			

HM MOVES

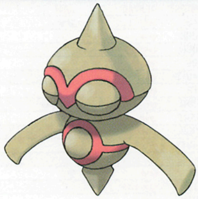
HM	ATTACK	TYPE
01	CUT	NRM
03	SURF	WTR
04	STRENGTH	NRM
06	ROCK SMASH	FTG
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	SWORDS DANCE (BP)	NRM		
DOUBLE-EDGE	NRM	MUD-SLAP (BP)	GRD		
SLEEP TALK	NRM	BODY SLAM (BP)	NRM		
SUBSTITUTE	NRM				
MIMIC	NRM				
FURY CUTTER	BUG				
SNORE (BP)	NRM				
COUNTER (BP)	FTG				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
SWIFT (BP)	NRM				



#131 BALTOY



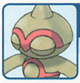
TYPE: GROUND-PSYCHIC
ABILITY: LEVITATE
EGG: GENDER UNKNOWN
HEIGHT / WEIGHT: 1'8" / 47 lbs.

HP	■□□□	DEFENSE	■■□□
SPEED	■■□□	SA	■□□□
ATTACK	■□□□	SD	■■□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	CONFUSION	PSY	SMART	♥♥	♥♥♥
L3	HARDEN	NRM	TOUGH	♥♥	
L5	RAPID SPIN	NRM	COOL	♥♥	
L7	MUD-SLAP	GRD	CUTE	♥♥	♥
L11	PSYBEAM	PSY	BEAUTY	♥♥♥	
L15	ROCK TOMB	RCK	SMART	♥♥♥	
L19	SELFDESTRUCT	NRM	BEAUTY	♥♥♥♥♥♥♥♥	
L25	ANCIENTPOWER	RCK	TOUGH	♥	
L31	SANDSTORM	RCK	TOUGH	♥♥♥	
L37	COSMIC POWER	PSY	COOL	♥	
L45	EXPLOSION	NRM	BEAUTY	♥♥♥♥♥♥♥♥	

EVOLUTION FAMILY



EVOLVES AT LEVEL 36

CLAYDOL

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	28	DIG	GRD			
10	HIDDEN POWER	NRM	29	PSYCHIC	PSY			
11	SUNNY DAY	FIRE	30	SHADOW BALL	GHO			
13	ICE BEAM	ICE	32	DOUBLE TEAM	NRM			
16	LIGHT SCREEN	PSY	33	REFLECT	PSY			
17	PROTECT	NRM	37	SANDSTORM	RCK			
18	RAIN DANCE	WTR	39	ROCK TOMB	RCK			
21	FRUSTRATION	NRM	42	FACADE	NRM			
22	SOLARBEAM	GRS	43	SECRET POWER	NRM			
26	EARTHQUAKE	GRD	44	REST	PSY			
27	RETURN	NRM	48	SKILL SWAP	PSY			

HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	DREAM EATER (BP)	PSY		
DOUBLE-EDGE	NRM				
EXPLOSION	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
MUD-SLAP (BP)	GRD				

#132 CLAYDOL

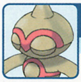
TYPE: GROUND-PSYCHIC
ABILITY: LEVITATE
EGG: GENDER UNKNOWN
HEIGHT / WEIGHT: 4'11" / 238 lbs.

HP	■■□□	DEFENSE	■■■□
SPEED	■■□□	SA	■■□□
ATTACK	■■□□	SD	■■■■

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TELEPORT	PSY	COOL	♥	
L1	CONFUSION	PSY	SMART	♥♥	♥♥♥
L1	HARDEN	NRM	TOUGH	♥♥	
L1	RAPID SPIN	NRM	COOL	♥♥	
L3	HARDEN	NRM	TOUGH	♥♥	
L5	RAPID SPIN	NRM	COOL	♥♥	
L7	MUD-SLAP	GRD	CUTE	♥♥	♥
L11	PSYBEAM	PSY	BEAUTY	♥♥♥	
L15	ROCK TOMB	RCK	SMART	♥♥♥	
L19	SELFDESTRUCT	NRM	BEAUTY	♥♥♥♥♥♥♥♥	
L25	ANCIENTPOWER	RCK	TOUGH	♥	
L31	SANDSTORM	RCK	TOUGH	♥♥♥	
L36	HYPER BEAM	NRM	COOL	♥♥♥♥	♥♥♥♥
L42	COSMIC POWER	PSY	COOL	♥	
L55	EXPLOSION	NRM	BEAUTY	♥♥♥♥♥♥♥♥	

EVOLUTION FAMILY



EVOLVES AT LEVEL 36

CLAYDOL

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	27	RETURN	NRM	48	SKILL SWAP	PSY
10	HIDDEN POWER	NRM	28	DIG	GRD			
11	SUNNY DAY	FIRE	29	PSYCHIC	PSY			
13	ICE BEAM	ICE	30	SHADOW BALL	GHO			
15	HYPER BEAM	NRM	32	DOUBLE TEAM	NRM			
16	LIGHT SCREEN	PSY	33	REFLECT	PSY			
17	PROTECT	NRM	37	SANDSTORM	RCK			
18	RAIN DANCE	WTR	39	ROCK TOMB	RCK			
21	FRUSTRATION	NRM	42	FACADE	NRM			
22	SOLARBEAM	GRS	43	SECRET POWER	NRM			
26	EARTHQUAKE	GRD	44	REST	PSY			

HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	DREAM EATER (BP)	PSY		
DOUBLE-EDGE	NRM				
EXPLOSION	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
MUD-SLAP (BP)	GRD				

#133 LILEEP

TYPE: ROCK-GRASS
ABILITY: SUCTION CUPS
EGG: WATER 3
HEIGHT / WEIGHT: 3'3" / 52 lbs.

HP	■■□□	DEFENSE	■■□□
SPEED	■□□□	SA	■■□□
ATTACK	■□□□	SD	■■■□

EVOLUTION FAMILY

EVOLVES AT LEVEL 40

CRADILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	ASTONISH	GHO	SMART	♥♥	♥♥♥
L8	CONSTRICT	NRM	TOUGH	♥♥	♥♥♥
L15	ACID	PSN	SMART	♥	♥♥♥♥
L22	INGRAIN	GRS	SMART	♥	
L29	CONFUSE RAY	GHO	SMART	♥♥♥	
L36	AMNESIA	PSY	CUTE	♥	
L43	ANCIENTPOWER	RCK	TOUGH	♥	
L50	STOCKPILE	NRM	TOUGH	♥♥	
L50	SPIT UP	NRM	TOUGH	♥♥♥♥	
L50	SWALLOW	NRM	TOUGH	♥	
EG	BARRIER	PSY	COOL	♥	
EG	RECOVER	NRM	SMART	♥♥	♥
EG	MIRROR COAT	PSY	BEAUTY	♥	
EG	ROCK SLIDE	RCK	TOUGH	♥	♥♥♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	37	SANDSTORM	RCK			
09	BULLET SEED	GRS	42	FACADE	NRM			
10	HIDDEN POWER	NRM	43	SECRET POWER	NRM			
11	SUNNY DAY	FIRE	44	REST	PSY			
17	PROTECT	NRM	45	ATTRACT	NRM			
19	GIGA DRAIN	GRS						
21	FRUSTRATION	NRM						
22	SOLARBEAM	GRS						
27	RETURN	NRM						
32	DOUBLE TEAM	NRM						
36	SLUDGE BOMB	PSN						

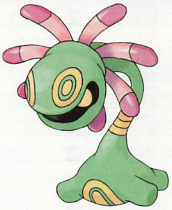
HM MOVES

HM	ATTACK	TYPE

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
MUD-SLAP (BP)	GRD				
BODY SLAM (BP)	NRM				

#134 CRADILY



TYPE: ROCK-GRASS
ABILITY: SUCTION CUPS
EGG: WATER 3
HEIGHT / WEIGHT: 4'11" / 133 lbs.

HP	■■■□	DEFENSE	■■■□
SPEED	■□□□	SA	■■□□
ATTACK	■■□□	SD	■■■□

EVOLUTION FAMILY

EVOLVES AT LEVEL 40

CRADILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	ASTONISH	GHO	SMART	♥♥	♥♥♥
L1	CONSTRICT	NRM	TOUGH	♥♥	♥♥♥
L1	ACID	PSN	SMART	♥	♥♥♥♥
L1	INGRAIN	GRS	SMART	♥	
L8	CONSTRICT	NRM	TOUGH	♥♥	♥♥♥
L15	ACID	PSN	SMART	♥	♥♥♥♥
L22	INGRAIN	GRS	SMART	♥	
L29	CONFUSE RAY	GHO	SMART	♥♥♥	
L36	AMNESIA	PSY	CUTE	♥	
L48	ANCIENTPOWER	RCK	TOUGH	♥	
L60	STOCKPILE	NRM	TOUGH	♥♥	
L60	SPIT UP	NRM	TOUGH	♥♥♥♥	
L60	SWALLOW	NRM	TOUGH	♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	32	DOUBLE TEAM	NRM			
09	BULLET SEED	GRS	36	SLUDGE BOMB	PSN			
10	HIDDEN POWER	NRM	37	SANDSTORM	RCK			
11	SUNNY DAY	FIRE	39	ROCK TOMB	RCK			
15	HYPER BEAM	NRM	42	FACADE	NRM			
17	PROTECT	NRM	43	SECRET POWER	NRM			
19	GIGA DRAIN	GRS	44	REST	PSY			
21	FRUSTRATION	NRM	45	ATTRACT	NRM			
22	SOLARBEAM	GRS						
26	EARTHQUAKE	GRD						
27	RETURN	NRM						

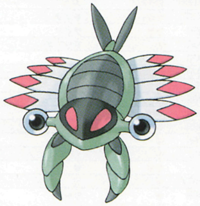
HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	FTG

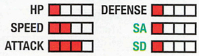
LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
MUD-SLAP (BP)	GRD				
BODY SLAM (BP)	NRM				

#135 ANORITH



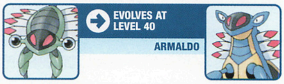
TYPE: ROCK-BUG
ABILITY: BATTLE ARMOR
EGG: WATER 3
HEIGHT / WEIGHT: 2'4" / 28 lbs.



LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	SCRATCH	NRM	TOUGH	♥♥♥♥	
L7	HARDEN	NRM	TOUGH	♥♥	
L13	MUD SPORT	GRD	CUTE	♥♥♥♥	
L19	WATER GUN	WTR	CUTE	♥♥♥♥	
L25	METAL CLAW	STL	COOL	♥♥♥♥	
L31	PROTECT	NRM	CUTE	♥	
L37	ANCIENTPOWER	RCK	TOUGH	♥	
L43	FURY CUTTER	BUG	COOL	♥♥♥	
L49	SLASH	NRM	COOL	♥♥♥	
L55	ROCK BLAST	RCK	TOUGH	♥♥	
EG	RAPID SPIN	NRM	COOL	♥♥	
EG	KNOCK OFF	DRK	SMART	♥	♥♥♥♥
EG	SWORDS DANCE	NRM	BEAUTY	♥	
EG	ROCK SLIDE	RCK	TOUGH	♥	♥♥♥

EVOLUTION FAMILY



TM MOVES

TM	ATTACK	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
21	FRUSTRATION	NRM
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
37	SANDSTORM	RCK
39	ROCK TOMB	RCK
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

HM MOVES

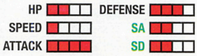
HM	ATTACK	TYPE
01	CUT	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
FURY CUTTER	BUG
SNORE (BP)	NRM
ROCK SLIDE (BP)	RCK
ENDURE (BP)	NRM
SWORDS DANCE (BP)	NRM
MUD-SLAP (BP)	GRD
BODY SLAM (BP)	NRM

#136 ARMALDO

TYPE: ROCK-BUG
ABILITY: BATTLE ARMOR
EGG: WATER 3
HEIGHT / WEIGHT: 4'11" / 150 lbs.



LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	SCRATCH	NRM	TOUGH	♥♥♥♥	
L1	HARDEN	NRM	TOUGH	♥	
L1	MUD SPORT	GRD	CUTE	♥♥♥♥	
L1	WATER GUN	WTR	CUTE	♥♥♥♥	
L7	HARDEN	NRM	TOUGH	♥♥	
L13	MUD SPORT	GRD	CUTE	♥♥♥♥	
L19	WATER GUN	WTR	CUTE	♥♥♥♥	
L25	METAL CLAW	STL	COOL	♥♥♥♥	
L31	PROTECT	NRM	CUTE	♥	
L37	ANCIENTPOWER	RCK	TOUGH	♥	
L46	FURY CUTTER	BUG	COOL	♥♥♥	
L55	SLASH	NRM	COOL	♥♥♥	
L64	ROCK BLAST	RCK	TOUGH	♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
21	FRUSTRATION	NRM
23	IRON TAIL	STL
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
37	SANDSTORM	RCK
39	ROCK TOMB	RCK
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
FURY CUTTER	BUG
SNORE (BP)	NRM
ROCK SLIDE (BP)	RCK
ENDURE (BP)	NRM
SEISMIC TOSS (BP)	FTG
SWORDS DANCE (BP)	NRM
MUD-SLAP (BP)	GRD
BODY SLAM (BP)	NRM

#137 IGGLYBUFF

TYPE: NORMAL
ABILITY: CUTE CHARM
EGG: NONE
HEIGHT / WEIGHT: 1'0" / 2 lbs.

HP ■■■□ DEFENSE ■□□□
SPEED ■□□□ SA ■□□□
ATTACK ■□□□ SD ■□□□

FRIENDLY EVOLUTION

Trainers who develop a strong bond with their Igglybuff will coax their pink little friend to evolve into the larger and more powerful Jigglypuff. In addition to gaining size and experience, the evolved form has access to a wider variety of moves.

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	SING	NRM	CUTE	♥♥	
L1	CHARM	NRM	CUTE	♥♥	♥
L4	DEFENSE CURL	NRM	CUTE	♥♥	
L9	POUND	NRM	TOUGH	♥♥♥♥	
L14	SWEET KISS	NRM	CUTE	♥♥	
EG	PERISH SONG	NRM	BEAUTY	♥♥	♥
EG	PRESENT	NRM	CUTE	♥♥♥	
EG	FAINT ATTACK	DRK	SMART	♥♥	
EG	WISH	NRM	CUTE	♥♥♥	
EG	FAKE TEARS	DRK	SMART	♥♥	

TM MOVES

TM	ATTACK	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
27	RETURN	NRM
28	DIG	GRD
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
34	SHOCK WAVE	ELC
35	FLAMETHROWER	FIRE
38	FIRE BLAST	FIRE
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
ROLLOUT	RCK
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
COUNTER (BP)	FTG
ICY WIND (BP)	ICE
ENDURE (BP)	NRM
PSYCH UP (BP)	NRM
SEISMIC TOSS (BP)	FTG
THUNDER WAVE (BP)	ELC
MUD-SLAP (BP)	GRD
BODY SLAM (BP)	NRM
DEFENSE CURL (BP)	NRM
MEGA KICK (BP)	NRM
MEGA PUNCH (BP)	NRM
DREAM EATER (BP)	PSY

#138 JIGGLYPUFF

TYPE: NORMAL
ABILITY: CUTE CHARM
EGG: FAIRY
HEIGHT / WEIGHT: 1'8" / 12 lbs.

HP ■■■■ DEFENSE ■□□□
SPEED ■□□□ SA ■□□□
ATTACK ■□□□ SD ■□□□

FRIENDLY EVOLUTION

Trainers who develop a strong bond with their Igglybuff will coax their pink little friend to evolve into the larger and more powerful Jigglypuff. In addition to gaining size and experience, the evolved form has access to a wider variety of moves.

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	SING	NRM	CUTE	♥♥	
L4	DEFENSE CURL	NRM	CUTE	♥♥	
L9	POUND	NRM	TOUGH	♥♥♥♥	
L14	DISABLE	NRM	SMART	♥♥	
L19	ROLLOUT	RCK	TOUGH	♥♥♥	
L24	DOUBLESLAP	NRM	TOUGH	♥♥	♥
L29	REST	PSY	CUTE	♥♥	
L34	BODY SLAM	NRM	TOUGH	♥	♥♥♥♥
L39	MIMIC	NRM	CUTE	♥	
L44	HYPER VOICE	NRM	COOL	♥	♥♥♥
L49	DOUBLE-EDGE	NRM	TOUGH	♥♥♥♥♥♥	

TM MOVES

TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG
03	WATER PULSE	WTR
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
14	BLIZZARD	ICE
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
28	DIG	GRD
29	PSYCHIC	PSY
30	SHADOW BALL	GHO
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
34	SHOCK WAVE	ELC
35	FLAMETHROWER	FIRE
38	FIRE BLAST	FIRE
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
49	SNATCH	DRK

HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
ROLLOUT	RCK
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
DYNAMIC PUNCH	FTG
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
COUNTER (BP)	FTG
THUNDERPUNCH (BP)	ELC
ENDURE (BP)	NRM
PSYCH UP (BP)	NRM
SEISMIC TOSS (BP)	FTG
THUNDER WAVE (BP)	ELC
MUD-SLAP (BP)	GRD
BODY SLAM (BP)	NRM
FIRE PUNCH (BP)	FIRE
DEFENSE CURL (BP)	NRM
MEGA KICK (BP)	NRM
MEGA PUNCH (BP)	NRM
DREAM EATER (BP)	PSY
ICE PUNCH (BP)	ICE

#139 WIGGLYTUFF

TYPE: NORMAL
ABILITY: CUTE CHARM
EGG: FAIRY
HEIGHT / WEIGHT: 3'3" / 26 lbs.

HP DEFENSE
SPEED SA
ATTACK SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	SING	NRM	CUTE	♥♥	
L1	DISABLE	NRM	SMART	♥♥	
L1	DEFENSE CURL	NRM	CUTE	♥♥	
L1	DOUBLESLAP	NRM	TOUGH	♥♥	♥

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	20	SAFEGUARD	NRM	33	REFLECT	PSY
03	WATER PULSE	WTR	21	FRUSTRATION	NRM	34	SHOCK WAVE	ELC
06	TOXIC	PSN	22	SOLARBEAM	GRS	35	FLAMETHROWER	FIRE
10	HIDDEN POWER	NRM	24	THUNDERBOLT	ELC	38	FIRE BLAST	FIRE
11	SUNNY DAY	FIRE	25	THUNDER	ELC	42	FACADE	NRM
13	ICE BEAM	ICE	27	RETURN	NRM	43	SECRET POWER	NRM
14	BLIZZARD	ICE	28	DIG	GRD	44	REST	PSY
15	HYPER BEAM	NRM	29	PSYCHIC	PSY	45	ATTRACT	NRM
16	LIGHT SCREEN	PSY	30	SHADOW BALL	GHO	49	SNATCH	DRK
17	PROTECT	NRM	31	BRICK BREAK	FTG			
18	RAIN DANCE	WTR	32	DOUBLE TEAM	NRM			

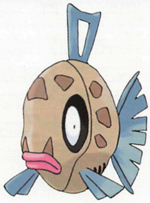
HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	PSYCH UP (BP)	NRM		
ROLLOUT	RCK	SEISMIC TOSS (BP)	FTG		
DOUBLE-EDGE	NRM	THUNDER WAVE (BP)	ELC		
SLEEP TALK	NRM	MUD-SLAP (BP)	GRD		
DYNAMIC PUNCH	FTG	BODY SLAM (BP)	NRM		
SUBSTITUTE	NRM	FIRE PUNCH (BP)	FIRE		
MIMIC	NRM	DEFENSE CURL (BP)	NRM		
SNORE (BP)	NRM	MEGA KICK (BP)	NRM		
COUNTER (BP)	FTG	MEGA PUNCH (BP)	NRM		
THUNDERPUNCH (BP)	ELC	DREAM EATER (BP)	PSY		
ENDURE (BP)	NRM	ICE PUNCH (BP)	ICE		

#140 FEEBAS



TYPE: WATER
ABILITY: SWIFT SWIM
EGG: WATER 1 / DRAGON
HEIGHT / WEIGHT: 2'0" / 16 lbs.

HP DEFENSE
SPEED SA
ATTACK SD

UNUSUAL EVOLUTION

The normally homely Feebas will transform into the comely Milotic once its Beauty rating climbs to high levels.

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	SPLASH	NRM	CUTE	♥♥	
L15	TACKLE	NRM	TOUGH	♥♥♥♥	
L30	FLAIL	NRM	CUTE	♥	
EG	MIRROR COAT	PSY	BEAUTY	♥♥	
EG	DRAGONBREATH	DRG	COOL	♥	♥♥♥
EG	MUD SPORT	GRD	CUTE	♥♥♥♥	
EG	HYPNOSIS	PSY	SMART	♥	♥♥♥
EG	LIGHT SCREEN	PSY	BEAUTY	♥	
EG	CONFUSE RAY	GHO	SMART	♥♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	42	FACADE	NRM			
06	TOXIC	PSN	43	SECRET POWER	NRM			
07	HAIL	ICE	44	REST	PSY			
10	HIDDEN POWER	NRM	45	ATTRACT	NRM			
13	ICE BEAM	ICE						
14	BLIZZARD	ICE						
17	PROTECT	NRM						
18	RAIN DANCE	WTR						
21	FRUSTRATION	NRM						
27	RETURN	NRM						
32	DOUBLE TEAM	NRM						

HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
SWIFT (BP)	NRM				

#141 MILOTIC

TYPE: WATER
ABILITY: MARVEL SCALE
EGG: WATER 1 / DRAGON
HEIGHT / WEIGHT: 20'4" / 357 lbs.

HP	■■■□	DEFENSE	■■□□
SPEED	■■□□	SA	■■■□
ATTACK	■■□□	SD	■■■■

UNUSUAL EVOLUTION

The normally homely Feebas will transform into the comely Milotic once its Beauty rating climbs to high levels.

EVOLUTION FAMILY

EVOLVES WITH HIGH BEAUTY

MILOTIC

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	WATER GUN	WTR	CUTE	♥♥♥♥	
L5	WRAP	NRM	TOUGH	♥♥♥	
L10	WATER SPORT	WTR	CUTE	♥♥♥♥	
L15	REFRESH	NRM	CUTE	♥	
L20	WATER PULSE	WTR	BEAUTY	♥♥♥	
L25	TWISTER	DRG	COOL	♥♥♥	
L30	RECOVER	NRM	SMART	♥♥	♥
L35	RAIN DANCE	WTR	TOUGH	♥	
L40	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	
L45	ATTRACT	NRM	CUTE	♥♥	
L50	SAFEGUARD	NRM	BEAUTY	♥	

TM MOVES

TM	ATTACK	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
32	DOUBLE TEAM	NRM
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ICY WIND (BP)	ICE
ENDURE (BP)	NRM
PSYCH UP (BP)	NRM
SWIFT (BP)	NRM
MUD-SLAP (BP)	GRD
BODY SLAM (BP)	NRM

#142 CASTFORM

TYPE: NORMAL
ABILITY: FORECAST
EGG: FAIRY / AMORPHOUS
HEIGHT / WEIGHT: 1'0" / 2 lbs.

HP	■■□□	DEFENSE	■■□□
SPEED	■■□□	SA	■■□□
ATTACK	■■□□	SD	■■□□

EVOLUTION FAMILY

NO EVOLUTION

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L10	WATER GUN	WTR	CUTE	♥♥♥♥	
L10	EMBER	FIRE	BEAUTY	♥♥♥♥	
L10	POWDER SNOW	ICE	BEAUTY	♥♥♥♥	
L20	RAIN DANCE	WTR	TOUGH	♥	
L20	SUNNY DAY	FIRE	BEAUTY	♥	
L20	HAIL	ICE	BEAUTY	♥	♥♥♥
L30	WEATHER BALL	NRM	SMART	♥♥♥♥	
EG	FUTURE SIGHT	PSY	SMART	♥♥♥	
EG	PSYCH UP	NRM	SMART	♥♥	

TM MOVES

TM	ATTACK	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
14	BLIZZARD	ICE
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
35	FLAMETHROWER	FIRE
37	SANDSTORM	RCK
38	FIRE BLAST	FIRE
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

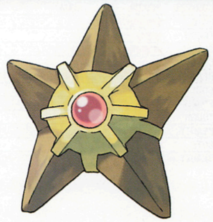
HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ICY WIND (BP)	ICE
ENDURE (BP)	NRM
PSYCH UP (BP)	NRM
SWIFT (BP)	NRM
THUNDER WAVE (BP)	ELC
BODY SLAM (BP)	NRM
DEFENSE CURL (BP)	NRM

#143 STARYU



TYPE: WATER
ABILITY: ILLUMINATE / NATURAL CURE
EGG: NONE
HEIGHT / WEIGHT: 2'7" / 76 lbs.

HP DEFENSE
SPEED SA
ATTACK SD

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	HARDEN	NRM	TOUGH	♥♥	
L6	WATER GUN	WTR	CUTE	♥♥♥♥	
L10	RAPID SPIN	NRM	COOL	♥♥	
L15	RECOVER	NRM	SMART	♥♥	♥
L19	CAMOUFLAGE	NRM	SMART	♥♥♥	
L24	SWIFT	NRM	COOL	♥♥	
L28	BUBBLEBEAM	WTR	BEAUTY	♥	♥♥♥
L33	MINIMIZE	NRM	CUTE	♥♥	
L37	LIGHT SCREEN	PSY	BEAUTY	♥	
L42	COSMIC POWER	PSY	COOL	♥	
L46	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	25	THUNDER	ELC			
06	TOXIC	PSN	27	RETURN	NRM			
07	HAIL	ICE	29	PSYCHIC	PSY			
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
13	ICE BEAM	ICE	33	REFLECT	PSY			
14	BLIZZARD	ICE	42	FACADE	NRM			
16	LIGHT SCREEN	PSY	43	SECRET POWER	NRM			
17	PROTECT	NRM	44	REST	PSY			
18	RAIN DANCE	WTR						
21	FRUSTRATION	NRM						
24	THUNDERBOLT	ELC						

HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
05	FLASH	NRM
07	WATERFALL	WTR
08	DIVE	WTR

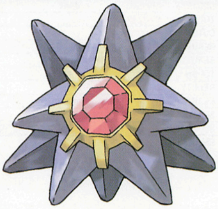
LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
SWIFT (BP)	NRM				
THUNDER WAVE (BP)	ELC				

#143 STARYU

#144 STARMIE

#144 STARMIE



TYPE: WATER-PSYCHIC
ABILITY: ILLUMINATE / NATURAL CURE
EGG: NONE
HEIGHT / WEIGHT: 3'7" / 176 lbs.

HP DEFENSE
SPEED SA
ATTACK SD

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	WATER GUN	WTR	CUTE	♥♥♥♥	
L1	RAPID SPIN	NRM	COOL	♥♥	
L1	RECOVER	NRM	SMART	♥♥	♥
L1	SWIFT	NRM	COOL	♥♥	
L33	CONFUSE RAY	GHO	SMART	♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	24	THUNDERBOLT	ELC			
06	TOXIC	PSN	25	THUNDER	ELC			
07	HAIL	ICE	27	RETURN	NRM			
10	HIDDEN POWER	NRM	29	PSYCHIC	PSY			
13	ICE BEAM	ICE	32	DOUBLE TEAM	NRM			
14	BLIZZARD	ICE	33	REFLECT	PSY			
15	HYPER BEAM	NRM	42	FACADE	NRM			
16	LIGHT SCREEN	PSY	43	SECRET POWER	NRM			
17	PROTECT	NRM	44	REST	PSY			
18	RAIN DANCE	WTR	48	SKILL SWAP	PSY			
21	FRUSTRATION	NRM						

HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
05	FLASH	NRM
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	DREAM EATER (BP)	PSY		
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
SWIFT (BP)	NRM				
THUNDER WAVE (BP)	ELC				

#145 KECLEON

TYPE: WATER
ABILITY: COLOR CHANGE
EGG: FIELD
HEIGHT / WEIGHT: 3'3" / 49 lbs.

HP	■■□□	DEFENSE	■■□□
SPEED	■□□□	SA	■■□□
ATTACK	■■■□	SD	■■■■

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	THIEF	DRK	TOUGH	♥	
L1	TAIL WHIP	NRM	CUTE	♥♥	
L1	ASTONISH	GHO	SMART	♥♥	♥♥♥
L1	LICK	GHO	TOUGH	♥	♥♥♥♥
L1	SCRATCH	NRM	TOUGH	♥♥♥♥	
L4	BIND	NRM	TOUGH	♥♥♥	
L7	FAINT ATTACK	DRK	SMART	♥♥	
L12	FURY SWIPES	NRM	TOUGH	♥♥	♥
L17	PSYBEAM	PSY	BEAUTY	♥♥♥	
L24	SCREECH	NRM	SMART	♥	♥♥♥
L31	SLASH	NRM	COOL	♥♥♥	
L40	SUBSTITUTE	NRM	SMART	♥♥	
L49	ANCIENTPOWER	RCK	TOUGH	♥	
EG	DISABLE	NRM	SMART	♥♥	
EG	MAGIC COAT	PSY	BEAUTY	♥	
EG	TRICK	PSY	SMART	♥♥	

EVOLUTION FAMILY

NO EVOLUTION

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	23	IRON TAIL	STL	39	ROCK TOMB	RCK
03	WATER PULSE	WTR	24	THUNDERBOLT	ELC	40	AERIAL ACE	FLY
06	TOXIC	PSN	25	THUNDER	ELC	42	FACADE	NRM
10	HIDDEN POWER	NRM	27	RETURN	NRM	43	SECRET POWER	NRM
11	SUNNY DAY	FIRE	28	DIG	GRD	44	REST	PSY
13	ICE BEAM	ICE	30	SHADOW BALL	GHO	45	ATTRACT	NRM
14	BLIZZARD	ICE	31	BRICK BREAK	FTG	46	THIEF	DRK
17	PROTECT	NRM	32	DOUBLE TEAM	NRM	48	SKILL SWAP	PSY
18	RAIN DANCE	WTR	34	SHOCK WAVE	ELC	49	SNATCH	DRK
21	FRUSTRATION	NRM	35	FLAMETHROWER	FIRE			
22	SOLARBEAM	GRS	38	FIRE BLAST	FIRE			

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	RCK

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	COUNTER (BP)	FTG	DEFENSE CURL (BP)	NRM
ROLLOUT	RCK	THUNDERPUNCH (BP)	ELC	MEGA KICK (BP)	NRM
DOUBLE-EDGE	NRM	ICY WIND (BP)	ICE	MEGA PUNCH (BP)	NRM
SLEEP TALK	NRM	ENDURE (BP)	NRM	ICE PUNCH (BP)	ICE
DYNAMICPUNCH	FTG	PSYCH UP (BP)	NRM		
SUBSTITUTE	NRM	SWIFT (BP)	NRM		
MIMIC	NRM	SEISMIC TOSS (BP)	FTG		
METRONOME	NRM	THUNDER WAVE (BP)	ELC		
FURY CUTTER	BUG	MUD-SLAP (BP)	GRD		
SNORE (BP)	NRM	BODY SLAM (BP)	NRM		
ROCK SLIDE (BP)	RCK	FIRE PUNCH (BP)	FIRE		

#145 KECLEON

#146 SHUPPET

TYPE: GHOST
ABILITY: INSOMNIA
EGG: AMORPHOUS
HEIGHT / WEIGHT: 2'0" / 5 lbs.

HP	■□□□	DEFENSE	■□□□
SPEED	■□□□	SA	■■□□
ATTACK	■■□□	SD	■□□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	KNOCK OFF	DRK	SMART	♥	♥♥♥♥
L8	SCREECH	NRM	SMART	♥	♥♥♥
L13	NIGHT SHADE	GHO	SMART	♥♥	♥
L20	CURSE	?	TOUGH	♥♥♥	
L25	SPITE	GHO	TOUGH	♥	
L32	WILL-O-WISP	FIRE	BEAUTY	♥	♥♥♥♥
L37	FAINT ATTACK	DRK	SMART	♥♥	
L44	SHADOW BALL	GHO	SMART	♥♥♥	
L49	SNATCH	DRK	SMART	♥♥	♥
L56	GRUDGE	GHO	TOUGH	♥	
EG	DISABLE	NRM	SMART	♥♥	
EG	DESTINY BOND	GHO	SMART	♥♥♥♥♥♥♥♥	
EG	FORESIGHT	NRM	SMART	♥♥♥	
EG	ASTONISH	GHO	SMART	♥♥	♥♥♥
EG	IMPRISON	PSY	SMART	♥♥♥	

EVOLUTION FAMILY

EVOLVES AT LEVEL 37

BANETTE

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
04	CALM MIND	PSY	29	PSYCHIC	PSY	49	SNATCH	DRK
06	TOXIC	PSN	30	SHADOW BALL	GHO			
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
11	SUNNY DAY	FIRE	34	SHOCK WAVE	ELC			
12	TAUNT	DRK	41	TORMENT	DRK			
17	PROTECT	NRM	42	FACADE	NRM			
18	RAIN DANCE	WTR	43	SECRET POWER	NRM			
21	FRUSTRATION	NRM	44	REST	PSY			
24	THUNDERBOLT	ELC	45	ATTRACT	NRM			
25	THUNDER	ELC	46	THIEF	DRK			
27	RETURN	NRM	48	SKILL SWAP	PSY			

HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	DREAM EATER (BP)	PSY		
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
THUNDER WAVE (BP)	ELC				
BODY SLAM (BP)	NRM				

#146 SHUPPET

#147 BANETTE

TYPE: GHOST
ABILITY: INSOMNIA
EGG: AMORPHOUS
HEIGHT / WEIGHT: 3'7" / 28 lbs.

HP / SPEED / ATTACK / DEFENSE / SA / SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	KNOCK OFF	DRK	SMART	♥	♥♥♥♥
L1	SCREECH	NRM	SMART	♥	♥♥♥
L1	NIGHT SHADE	GHO	SMART	♥♥	♥
L1	CURSE	?	TOUGH	♥♥♥	
L8	SCREECH	NRM	SMART	♥	♥♥♥
L13	NIGHT SHADE	GHO	SMART	♥♥	♥
L20	CURSE	?	TOUGH	♥♥♥	
L25	SPITE	GHO	TOUGH	♥	
L32	WILL-O-WISP	FIRE	BEAUTY	♥	♥♥♥♥
L39	FAINT ATTACK	DRK	SMART	♥♥	
L48	SHADOW BALL	GHO	SMART	♥♥♥	
L55	SNATCH	DRK	SMART	♥♥	♥
L64	GRUDGE	GHO	TOUGH	♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
04	CALM MIND	PSY	27	RETURN	NRM	48	SKILL SWAP	PSY
06	TOXIC	PSN	29	PSYCHIC	PSY	49	SNATCH	DRK
10	HIDDEN POWER	NRM	30	SHADOW BALL	GHO			
11	SUNNY DAY	FIRE	32	DOUBLE TEAM	NRM			
12	TAUNT	DRK	34	SHOCK WAVE	ELC			
15	HYPER BEAM	NRM	41	TORMENT	DRK			
17	PROTECT	NRM	42	FACADE	NRM			
18	RAIN DANCE	WTR	43	SECRET POWER	NRM			
21	FRUSTRATION	NRM	44	REST	PSY			
24	THUNDERBOLT	ELC	45	ATTRACT	NRM			
25	THUNDER	ELC	46	THIEF	DRK			

HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	MUD-SLAP (BP)	GRD		
DOUBLE-EDGE	NRM	BODY SLAM (BP)	NRM		
SLEEP TALK	NRM	DREAM EATER (BP)	PSY		
SUBSTITUTE	NRM				
MIMIC	NRM				
METRONOME	NRM				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
THUNDER WAVE (BP)	ELC				

#148 DUSKULL

TYPE: GHOST
ABILITY: LEVITATE
EGG: AMORPHOUS
HEIGHT / WEIGHT: 2'7" / 33 lbs.

HP / SPEED / ATTACK / DEFENSE / SA / SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	LEER	NRM	COOL	♥♥♥	
L1	NIGHT SHADE	NRM	SMART	♥♥	♥
L5	DISABLE	NRM	SMART	♥♥	
L12	FORESIGHT	NRM	SMART	♥♥♥	
L16	ASTONISH	GHO	SMART	♥♥	♥♥♥
L23	CONFUSE RAY	GHO	SMART	♥♥♥	
L27	PURSUIT	DRK	SMART	♥♥	♥
L34	CURSE	?	TOUGH	♥♥♥	
L38	WILL-O-WISP	FIRE	BEAUTY	♥	♥♥♥♥
L45	MEAN LOOK	NRM	BEAUTY	♥♥	
L49	FUTURE SIGHT	PSY	SMART	♥♥♥	
EG	IMPRISON	PSY	SMART	♥♥♥	
EG	DESTINY BOND	GHO	SMART	♥♥♥♥♥♥♥♥	
EG	PAIN SPLIT	NRM	SMART	♥	♥♥♥♥
EG	GRUDGE	GHO	TOUGH	♥	
EG	MEMENTO	DRK	TOUGH	♥♥♥♥♥♥♥♥	
EG	FAINT ATTACK	DRK	SMART	♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
04	CALM MIND	PSY	29	PSYCHIC	PSY			
06	TOXIC	PSN	30	SHADOW BALL	GHO			
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
11	SUNNY DAY	FIRE	41	TORMENT	DRK			
12	TAUNT	DRK	42	FACADE	NRM			
13	ICE BEAM	ICE	43	SECRET POWER	NRM			
14	BLIZZARD	ICE	44	REST	PSY			
17	PROTECT	NRM	45	ATTRACT	NRM			
18	RAIN DANCE	WTR	46	THIEF	DRK			
21	FRUSTRATION	NRM	48	SKILL SWAP	PSY			
27	RETURN	NRM	49	SNATCH	DRK			

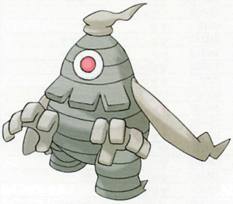
HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
BODY SLAM (BP)	NRM				
DREAM EATER (BP)	PSY				

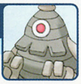
#149 DUSCLOPS



TYPE: GHOST
ABILITY: PRESSURE
EGG: AMORPHOUS
HEIGHT / WEIGHT: 5'3" / 67 lbs.

Stat	Rating	Stat	Rating
HP	■□□□	DEFENSE	■■■■
SPEED	■□□□	SA	■■□□
ATTACK	■■□□	SD	■■■■

EVOLUTION FAMILY

EVOLVES AT LEVEL 37

DUSCLOPS

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	DISABLE	NRM	TOUGH	♥♥♥	
L1	LEER	NRM	COOL	♥♥♥	
L1	NIGHT SHADE	NRM	SMART	♥♥	♥
L1	DISABLE	NRM	SMART	♥♥	
L5	DISABLE	NRM	SMART	♥♥	
L12	FORESIGHT	NRM	SMART	♥♥♥	
L16	ASTONISH	GHO	SMART	♥♥	♥♥♥
L23	CONFUSE RAY	GHO	SMART	♥♥♥	
L27	PURSUIT	DRK	SMART	♥♥	♥
L34	CURSE	?	TOUGH	♥♥♥	
L37	SHADOW PUNCH	GHO	SMART	♥♥	
L41	WILL-O-WISP	FIRE	BEAUTY	♥	♥♥♥♥
L51	MEAN LOOK	NRM	BEAUTY	♥♥	
L58	FUTURE SIGHT	PSY	SMART	♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	21	FRUSTRATION	NRM	45	ATTRACT	NRM
04	CALM MIND	PSY	26	EARTHQUAKE	GRD	46	THIEF	DRK
06	TOXIC	PSN	27	RETURN	NRM	48	SKILL SWAP	PSY
10	HIDDEN POWER	NRM	29	PSYCHIC	PSY	49	SNATCH	DRK
11	SUNNY DAY	FIRE	30	SHADOW BALL	GHO			
12	TAUNT	DRK	32	DOUBLE TEAM	NRM			
13	ICE BEAM	ICE	39	ROCK TOMB	RCK			
14	BLIZZARD	ICE	41	TORMENT	DRK			
15	HYPER BEAM	NRM	42	FACADE	NRM			
17	PROTECT	NRM	43	SECRET POWER	NRM			
18	RAIN DANCE	WTR	44	REST	PSY			

HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ICY WIND (BP)	ICE		
DOUBLE-EDGE	NRM	ENDURE (BP)	NRM		
SLEEP TALK	NRM	PSYCH UP (BP)	NRM		
DYNAMICPUNCH	FTG	SEISMIC TOSS (BP)	FTG		
SUBSTITUTE	NRM	MUD-SLAP (BP)	GRD		
MIMIC	NRM	BODY SLAM (BP)	NRM		
METRONOME	NRM	FIRE PUNCH (BP)	FIRE		
SNORE (BP)	NRM	MEGA KICK (BP)	NRM		
ROCK SLIDE (BP)	RCK	MEGA PUNCH (BP)	NRM		
COUNTER (BP)	FTG	DREAM EATER (BP)	PSY		
THUNDERPUNCH (BP)	ELC	ICE PUNCH (BP)	ICE		

#150 TROPIUS

TYPE: GRASS-FLYING
ABILITY: CHLOROPHYLL
EGG: MONSTER / GRASS
HEIGHT / WEIGHT: 6'7" / 221 lbs.

Stat	Rating	Stat	Rating
HP	■■■□	DEFENSE	■■□□
SPEED	■□□□	SA	■■□□
ATTACK	■■□□	SD	■■■□

EVOLUTION FAMILY

NO EVOLUTION

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	LEER	NRM	COOL	♥♥♥	
L1	GUST	FLY	SMART	♥♥♥	
L7	GROWTH	NRM	BEAUTY	♥	
L11	RAZOR LEAF	GRS	COOL	♥♥♥	
L17	STOMP	NRM	TOUGH	♥	♥♥♥♥
L21	SWEET SCENT	NRM	CUTE	♥	♥♥♥
L27	WHIRLWIND	NRM	SMART	♥♥♥	
L31	MAGICAL LEAF	GRS	BEAUTY	♥♥	
L37	BODY SLAM	NRM	TOUGH	♥	♥♥♥♥
L41	SOLARBEAM	GRS	COOL	♥♥♥♥	
L47	SYNTHESIS	GRS	SMART	♥	
EG	HEADBUTT	NRM	TOUGH	♥♥	♥♥♥
EG	SLAM	NRM	TOUGH	♥♥	♥
EG	RAZOR WIND	NRM	COOL	♥♥♥	
EG	LEECH SEED	GRS	SMART	♥♥	♥♥
EG	NATURE POWER	NRM	BEAUTY	♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
05	ROAR	NRM	26	EARTHQUAKE	GRD			
06	TOXIC	PSN	27	RETURN	NRM			
09	BULLET SEED	GRS	32	DOUBLE TEAM	NRM			
10	HIDDEN POWER	NRM	40	AERIAL ACE	FLY			
11	SUNNY DAY	FIRE	42	FACADE	NRM			
15	HYPER BEAM	NRM	43	SECRET POWER	NRM			
17	PROTECT	NRM	44	REST	PSY			
19	GIGA DRAIN	GRS	45	ATTRACT	NRM			
20	SAFEGUARD	NRM	47	STEEL WING	STL			
21	FRUSTRATION	NRM						
22	SOLARBEAM	FIRE						

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
02	FLY	FLY
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
FURY CUTTER	BUG				
SNORE (BP)	NRM				
ENDURE (BP)	NRM				
SWORDS DANCE (BP)	NRM				
MUD-SLAP (BP)	GRD				
BODY SLAM (BP)	NRM				

#151 CHIMECHO

TYPE: PSYCHIC
ABILITY: LEVITATE
EGG: AMORPHOUS
HEIGHT / WEIGHT: 2'0" / 2 lbs.

Stat	Rating	Stat	Rating
HP	2/4	DEFENSE	2/4
SPEED	2/4	SA	3/4
ATTACK	1/4	SD	2/4

EVOLUTION FAMILY

NO EVOLUTION

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	WRAP	NRM	TOUGH	♥♥♥	
L6	GROWL	NRM	CUTE	♥♥	
L9	ASTONISH	GHO	SMART	♥♥	♥♥♥
L14	CONFUSION	PSY	SMART	♥♥	♥♥♥
L17	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
L22	UPROAR	NRM	CUTE	♥♥♥	
L25	YAWN	NRM	CUTE	♥♥	
L30	PSYWAVE	PSY	SMART	♥♥	♥
L33	DOUBLE-EDGE	NRM	TOUGH	♥♥♥♥♥♥	
L38	HEAL BELL	NRM	BEAUTY	♥♥	
L41	SAFEGUARD	NRM	BEAUTY	♥	
L46	PSYCHIC	PSY	SMART	♥	♥♥♥
EG	DISABLE	NRM	SMART	♥♥	
EG	CURSE	?	TOUGH	♥♥♥	
EG	HYPNOSIS	PSY	SMART	♥	♥♥♥
EG	DREAM EATER	PSY	SMART	♥♥	♥♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
04	CALM MIND	PSY	29	PSYCHIC	PSY	49	SNATCH	DRK
06	TOXIC	PSN	30	SHADOW BALL	GHO			
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
11	SUNNY DAY	FIRE	33	REFLECT	PSY			
12	TAUNT	DRK	34	SHOCK WAVE	ELC			
16	LIGHT SCREEN	PSY	41	TORMENT	DRK			
17	PROTECT	NRM	42	FACADE	NRM			
18	RAIN DANCE	WTR	43	SECRET POWER	NRM			
20	SAFEGUARD	NRM	44	REST	PSY			
21	FRUSTRATION	NRM	45	ATTRACT	NRM			
27	RETURN	NRM	48	SKILL SWAP	PSY			

HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	DREAM EATER (BP)	PSY		
ROLLOUT	RCK				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
DEFENSE CURL (BP)	NRM				

#152 ABSOL

TYPE: DARK
ABILITY: PRESSURE
EGG: FIELD
HEIGHT / WEIGHT: 3'11" / 104 lbs.

Stat	Rating	Stat	Rating
HP	2/4	DEFENSE	2/4
SPEED	2/4	SA	2/4
ATTACK	4/4	SD	2/4

EVOLUTION FAMILY

NO EVOLUTION

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	SCRATCH	NRM	TOUGH	♥♥♥♥	
L5	LEER	NRM	COOL	♥♥♥	
L9	TAUNT	DRK	SMART	♥♥	
L13	QUICK ATTACK	NRM	COOL	♥♥♥	
L17	RAZOR WIND	NRM	COOL	♥♥♥	
L21	BITE	DRK	TOUGH	♥	♥♥♥
L26	SWORDS DANCE	NRM	BEAUTY	♥	
L31	DOUBLE TEAM	NRM	COOL	♥♥	
L36	SLASH	NRM	COOL	♥♥♥	
L41	FUTURE SIGHT	PSY	SMART	♥♥♥	
L46	PERISH SONG	NRM	BEAUTY	♥♥	♥
EG	BATON PASS	NRM	CUTE	♥♥	
EG	FAINT ATTACK	DRK	SMART	♥♥	
EG	DOUBLE-EDGE	NRM	TOUGH	♥♥♥♥♥♥	
EG	MAGIC COAT	PSY	BEAUTY	♥	
EG	CURSE	?	TOUGH	♥♥♥	
EG	SUBSTITUTE	NRM	SMART	♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	18	RAIN DANCE	WTR	38	FIRE BLAST	FIRE
04	CALM MIND	PSY	21	FRUSTRATION	NRM	40	AERIAL ACE	FLY
06	TOXIC	PSN	23	IRON TAIL	STL	41	TORMENT	DRK
07	HAIL	ICE	24	THUNDERBOLT	ELC	42	FACADE	NRM
10	HIDDEN POWER	NRM	25	THUNDER	ELC	43	SECRET POWER	NRM
11	SUNNY DAY	FIRE	27	RETURN	NRM	44	REST	PSY
12	TAUNT	DRK	30	SHADOW BALL	GHO	45	ATTRACT	NRM
13	ICE BEAM	ICE	32	DOUBLE TEAM	NRM	46	THIEF	DRK
14	BLIZZARD	ICE	34	SHOCK WAVE	ELC	49	SNATCH	DRK
15	HYPER BEAM	NRM	35	FLAMETHROWER	FIRE			
17	PROTECT	NRM	37	SANDSTORM	RCK			

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	PSYCH UP (BP)	NRM		
DOUBLE-EDGE	NRM	SWIFT (BP)	NRM		
SLEEP TALK	NRM	SWORDS DANCE (BP)	NRM		
SUBSTITUTE	NRM	THUNDER WAVE (BP)	ELC		
MIMIC	NRM	MUD-SLAP (BP)	GRD		
FURY CUTTER	BUG	BODY SLAM (BP)	NRM		
SNORE (BP)	NRM	DREAM EATER (BP)	PSY		
ROCK SLIDE (BP)	RCK				
COUNTER (BP)	FTG				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				

#153 VULPIX

TYPE: FIRE
ABILITY: FLASH FIRE
EGG: FIELD
HEIGHT / WEIGHT: 2'0" / 22 lbs.

HP	■□□□	DEFENSE	■□□□
SPEED	■■□□	SA	■□□□
ATTACK	■□□□	SD	■■□□

EVOLUTION FAMILY

EVOLVES WITH FIRE STONE

NINETALES

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	EMBER	FIRE	BEAUTY	♥♥♥♥	
L5	TAIL WHIP	NRM	CUTE	♥♥	
L9	ROAR	NRM	COOL	♥♥♥	
L13	QUICK ATTACK	NRM	COOL	♥♥♥	
L17	WILL-O-WISP	FIRE	BEAUTY	♥	♥♥♥♥
L21	CONFUSE RAY	GHO	SMART	♥♥♥	
L25	IMPRISON	PSY	SMART	♥♥♥	
L29	FLAMETHROWER	FIRE	BEAUTY	♥♥♥♥	
L33	SAFEGUARD	NRM	BEAUTY	♥	
L37	GRUDGE	GHO	TOUGH	♥	
L41	FIRE SPIN	FIRE	BEAUTY	♥♥♥	
EG	FAINT ATTACK	DRK	SMART	♥♥	
EG	HYPNOSIS	PSY	SMART	♥	♥♥♥
EG	FLAIL	NRM	CUTE	♥	
EG	SPITE	GHO	TOUGH	♥	
EG	DISABLE	NRM	SMART	♥♥	
EG	HOWL	NRM	COOL	♥	
EG	PSYCH UP	NRM	SMART	♥♥	
EG	HEAT WAVE	FIRE	BEAUTY	♥♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE
05	ROAR	NRM	35	FLAMETHROWER	FIRE
06	TOXIC	PSN	38	FIRE BLAST	FIRE
10	HIDDEN POWER	NRM	42	FACADE	NRM
11	SUNNY DAY	FIRE	43	SECRET POWER	NRM
17	PROTECT	NRM	44	REST	PSY
20	SAFEGUARD	NRM	45	ATTRACT	NRM
21	FRUSTRATION	NRM	50	OVERHEAT	FIRE
23	IRON TAIL	STL			
27	RETURN	NRM			
28	DIG	GRD			
32	DOUBLE TEAM	NRM			

HM MOVES

HM	ATTACK	TYPE

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ENDURE (BP)	NRM
SWIFT (BP)	NRM
BODY SLAM (BP)	NRM

#154 NINETALES

TYPE: FIRE
ABILITY: FLASH FIRE
EGG: FIELD
HEIGHT / WEIGHT: 3'7" / 44 lbs.

HP	■■□□	DEFENSE	■■□□
SPEED	■■■□	SA	■■□□
ATTACK	■■□□	SD	■■■□

EVOLUTION FAMILY

EVOLVES WITH FIRE STONE

NINETALES

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	EMBER	FIRE	BEAUTY	♥♥♥♥	
L1	QUICK ATTACK	NRM	COOL	♥♥♥	
L1	CONFUSE RAY	GHO	SMART	♥♥♥	
L1	SAFEGUARD	NRM	BEAUTY	♥	
L45	FIRE SPIN	FIRE	BEAUTY	♥♥♥	

TM MOVES

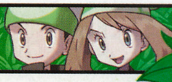
TM	ATTACK	TYPE	TM	ATTACK	TYPE
05	ROAR	NRM	32	DOUBLE TEAM	NRM
06	TOXIC	PSN	35	FLAMETHROWER	FIRE
10	HIDDEN POWER	NRM	38	FIRE BLAST	FIRE
11	SUNNY DAY	FIRE	42	FACADE	NRM
15	HYPER BEAM	NRM	43	SECRET POWER	NRM
17	PROTECT	NRM	44	REST	PSY
20	SAFEGUARD	NRM	45	ATTRACT	NRM
21	FRUSTRATION	NRM	50	OVERHEAT	FIRE
23	IRON TAIL	STL			
27	RETURN	NRM			
28	DIG	GRD			

HM MOVES

HM	ATTACK	TYPE

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ENDURE (BP)	NRM
SWIFT (BP)	NRM
BODY SLAM (BP)	NRM



#155 PICHU

TYPE: ELECTRIC
ABILITY: STATIC
EGG: NONE
HEIGHT / WEIGHT: 1'0" / 4 lbs.

HP ■□□□ DEFENSE ■□□□
SPEED ■■□□ SA ■□□□
ATTACK ■□□□ SD ■□□□

FRIENDLY EVOLUTION

Though wild Pichu are seldom stumbled upon, finding the elusive Electric-type Pokémon is worthwhile. It will evolve into the more powerful (and well-known) Pikachu via strong Friendship ties. Give Pikachu the Thunderstone to encourage transformation into the mighty Raichu.

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	THUNDERSHOCK	ELC	COOL	♥♥♥♥	
L1	CHARM	NRM	CUTE	♥♥	♥
L6	TAIL WHIP	NRM	CUTE	♥♥	
L8	THUNDER WAVE	ELC	COOL	♥♥	♥
L11	SWEET KISS	NRM	CUTE	♥♥	
EG	REVERSAL	FTG	COOL	♥♥	
EG	BIDE	NRM	TOUGH	♥	
EG	PRESENT	NRM	CUTE	♥♥♥	
EG	ENCORE	NRM	CUTE	♥♥	
EG	DOUBLESLAP	NRM	TOUGH	♥♥	♥
EG	WISH	NRM	CUTE	♥♥♥	
EG	CHARGE	ELC	SMART	♥♥	
EG	VOLT TACKLE	ELC	COOL	♥♥♥♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	34	SHOCK WAVE	ELC			
10	HIDDEN POWER	NRM	42	FACADE	NRM			
16	LIGHT SCREEN	PSY	43	SECRET POWER	NRM			
17	PROTECT	NRM	44	REST	PSY			
18	RAIN DANCE	WTR	45	ATTRACT	NRM			
21	FRUSTRATION	NRM						
23	IRON TAIL	STL						
24	THUNDERBOLT	ELC						
25	THUNDER	ELC						
27	RETURN	NRM						
32	DOUBLE TEAM	NRM						

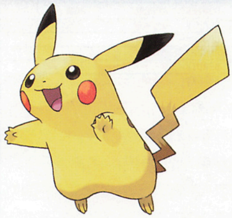
HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
DEFENSE CURL (BP)	NRM	ROLLOUT	RCK		
SEISMIC TOSS (BP)	FTG	MIMIC	NRM		
MEGA PUNCH (BP)	NRM	SLEEP TALK	NRM		
SNORE (BP)	NRM	SUBSTITUTE	NRM		
MUD-SLAP (BP)	GRD	DOUBLE-EDGE	NRM		
SWIFT (BP)	NRM				
MEGA KICK (BP)	NRM				
BODY SLAM (BP)	NRM				
THUNDER WAVE (BP)	ELC				
ENDURE (BP)	NRM				
SWAGGER	NRM				

#156 PIKACHU



TYPE: ELECTRIC
ABILITY: STATIC
EGG: FIELD / FAIRY
HEIGHT / WEIGHT: 1'4" / 13 lbs.

HP ■□□□ DEFENSE ■□□□
SPEED ■■■□ SA ■□□□
ATTACK ■■□□ SD ■□□□

FRIENDLY EVOLUTION

Though wild Pichu are seldom stumbled upon, finding the elusive Electric-type Pokémon is worthwhile. It will evolve into the more powerful (and well-known) Pikachu via strong Friendship ties. Give Pikachu the Thunderstone to encourage transformation into the mighty Raichu.

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	THUNDERSHOCK	ELC	COOL	♥♥♥♥	
L1	GROWL	NRM	CUTE	♥♥	
L6	TAIL WHIP	NRM	CUTE	♥♥	
L8	THUNDER WAVE	ELC	COOL	♥♥	♥
L11	QUICK ATTACK	NRM	COOL	♥♥♥	
L15	DOUBLE TEAM	NRM	COOL	♥♥	
L20	SLAM	NRM	TOUGH	♥♥	♥
L26	THUNDERBOLT	ELC	COOL	♥♥♥♥	
L33	AGILITY	PSY	COOL	♥♥♥	
L41	THUNDER	ELC	COOL	♥♥	♥♥
L50	LIGHT SCREEN	PSY	BEAUTY	♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	28	DIG	GRD			
06	TOXIC	PSN	31	BRICK BREAK	FTG			
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
16	LIGHT SCREEN	PSY	34	SHOCK WAVE	ELC			
17	PROTECT	NRM	42	FACADE	NRM			
18	RAIN DANCE	WTR	43	SECRET POWER	NRM			
21	FRUSTRATION	NRM	44	REST	PSY			
23	IRON TAIL	STL	45	ATTRACT	NRM			
24	THUNDERBOLT	ELC						
25	THUNDER	ELC						
27	RETURN	NRM						

HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	SWIFT (BP)	NRM		
ROLLOUT	RCK	SEISMIC TOSS (BP)	FTG		
DOUBLE-EDGE	NRM	THUNDER WAVE (BP)	ELC		
SLEEP TALK	NRM	MUD-SLAP (BP)	GRD		
DYNAMICPUNCH	FTG	BODY SLAM (BP)	NRM		
SUBSTITUTE	NRM	DEFENSE CURL (BP)	NRM		
MIMIC	NRM	MEGA KICK (BP)	NRM		
SNORE (BP)	NRM	MEGA PUNCH (BP)	NRM		
COUNTER (BP)	FTG				
THUNDERPUNCH (BP)	ELC				
ENDURE (BP)	NRM				

#157 RAICHU

TYPE: ELECTRIC
ABILITY: STATIC
EGG: FIELD / FAIRY
HEIGHT / WEIGHT: 2'7" / 66 lbs.

HP	■■□□	DEFENSE	■■□□
SPEED	■■■□	SA	■■■□
ATTACK	■■■□	SD	■■□□

FRIENDLY EVOLUTION

Though wild Pichu are seldom stumbled upon, finding the elusive Electric-type Pokémon is worthwhile. It will evolve into the more powerful (and well-known) Pikachu via strong Friendship ties. Give Pikachu the Thunderstone to encourage transformation into the mighty Raichu.

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	THUNDERSHOCK	ELC	COOL	♥♥♥♥	
L1	TAIL WHIP	NRM	CUTE	♥♥	
L1	QUICK ATTACK	NRM	COOL	♥♥♥	
L1	THUNDERBOLT	ELC	COOL	♥♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	27	RETURN	NRM			
06	TOXIC	PSN	28	DIG	GRD			
10	HIDDEN POWER	NRM	31	BRICK BREAK	FTG			
15	HYPER BEAM	NRM	32	DOUBLE TEAM	NRM			
16	LIGHT SCREEN	PSY	34	SHOCK WAVE	ELC			
17	PROTECT	NRM	42	FACADE	NRM			
18	RAIN DANCE	WTR	43	SECRET POWER	NRM			
21	FRUSTRATION	NRM	44	REST	PSY			
23	IRON TAIL	STL	45	ATTRACT	NRM			
24	THUNDERBOLT	ELC	46	THIEF	DRK			
25	THUNDER	ELC						

HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	SWIFT (BP)	NRM		
ROLLOUT	RCK	SEISMIC TOSS (BP)	FTG		
DOUBLE-EDGE	NRM	THUNDER WAVE (BP)	ELC		
SLEEP TALK	NRM	MUD-SLAP (BP)	GRD		
DYNAMICPUNCH	FTG	BODY SLAM (BP)	NRM		
SUBSTITUTE	NRM	DEFENSE CURL (BP)	NRM		
MIMIC	NRM	MEGA KICK (BP)	NRM		
SNORE (BP)	NRM	MEGA PUNCH (BP)	NRM		
COUNTER (BP)	FTG				
THUNDERPUNCH (BP)	ELC				
ENDURE (BP)	NRM				

#157 RAICHU

#158 PSYDUCK

TYPE: WATER
ABILITY: DAMP / CLOUD NINE
EGG: WATER 1 / FIELD
HEIGHT / WEIGHT: 2'7" / 43 lbs.

HP	■■□□	DEFENSE	■□□□
SPEED	■■□□	SA	■■□□
ATTACK	■□□□	SD	■□□□

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	WATER SPORT	WTR	CUTE	♥♥♥♥	
L1	SCRATCH	NRM	TOUGH	♥♥♥♥	
L5	TAIL WHIP	NRM	CUTE	♥♥	
L10	DISABLE	NRM	SMART	♥♥	
L16	CONFUSION	PSY	SMART	♥♥	♥♥♥
L23	SCREECH	NRM	SMART	♥	♥♥♥
L31	PSYCH UP	NRM	SMART	♥♥	
L40	FURY SWIPES	NRM	TOUGH	♥♥	♥
L50	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	
EG	HYPNOSIS	PSY	SMART	♥	♥♥♥
EG	PSYBEAM	PSY	BEAUTY	♥♥♥	
EG	FORESIGHT	NRM	SMART	♥♥♥	
EG	LIGHT SCREEN	PSY	BEAUTY	♥	
EG	FUTURE SIGHT	PSY	SMART	♥♥♥	
EG	PSYCHIC	PSY	SMART	♥	♥♥♥
EG	CROSS CHOP	FTG	COOL	♥♥♥	
EG	REFRESH	NRM	CUTE	♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	23	IRON TAIL	STL			
03	WATER PULSE	WTR	27	RETURN	NRM			
04	CALM MIND	PSY	28	DIG	GRD			
06	TOXIC	PSN	31	BRICK BREAK	FTG			
07	HAIL	ICE	32	DOUBLE TEAM	NRM			
10	HIDDEN POWER	NRM	40	AERIAL ACE	FLY			
13	ICE BEAM	ICE	42	FACADE	NRM			
14	BLIZZARD	ICE	43	SECRET POWER	NRM			
17	PROTECT	NRM	44	REST	PSY			
18	RAIN DANCE	WTR	45	ATTRACT	NRM			
21	FRUSTRATION	NRM						

HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	FTG
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	SWIFT (BP)	NRM		
DOUBLE-EDGE	NRM	SEISMIC TOSS (BP)	FTG		
SLEEP TALK	NRM	MUD-SLAP (BP)	GRD		
DYNAMICPUNCH	FTG	BODY SLAM (BP)	NRM		
SUBSTITUTE	NRM	MEGA KICK (BP)	NRM		
MIMIC	NRM	MEGA PUNCH (BP)	NRM		
SNORE (BP)	NRM	ICE PUNCH (BP)	ICE		
COUNTER (BP)	FTG				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				

#158 PSYDUCK

#159 GOLDUCK

TYPE: WATER
ABILITY: DAMP / CLOUD NINE
EGG: WATER 1 / FIELD
HEIGHT / WEIGHT: 5'7" / 169 lbs.

HP · DEFENSE · SPEED · SA · ATTACK · SD

EVOLUTION FAMILY

EVOLVES AT LEVEL 33

GOLDUCK

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	WATER SPORT	WTR	CUTE	♥♥♥♥	
L1	SCRATCH	NRM	TOUGH	♥♥♥♥	
L1	TAIL WHIP	NRM	CUTE	♥♥	
L1	DISABLE	NRM	SMART	♥♥	
L5	TAIL WHIP	NRM	CUTE	♥♥	
L10	DISABLE	NRM	SMART	♥♥	
L16	CONFUSION	PSY	SMART	♥♥	♥♥♥
L23	SCREECH	NRM	SMART	♥	♥♥♥
L31	PSYCH UP	NRM	SMART	♥♥	
L44	FURY SWIPES	NRM	TOUGH	♥♥	♥
L58	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	21	FRUSTRATION	NRM			
03	WATER PULSE	WTR	23	IRON TAIL	STL			
04	CALM MIND	PSY	27	RETURN	NRM			
06	TOXIC	PSN	28	DIG	GRD			
07	HAIL	ICE	31	BRICK BREAK	FTG			
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
13	ICE BEAM	ICE	40	AERIAL ACE	FLY			
14	BLIZZARD	ICE	42	FACADE	NRM			
15	HYPER BEAM	NRM	43	SECRET POWER	NRM			
17	PROTECT	NRM	44	REST	PSY			
18	RAIN DANCE	WTR	45	ATTRACT	NRM			

HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	FTG
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	PSYCH UP (BP)	NRM		
DOUBLE-EDGE	NRM	SWIFT (BP)	NRM		
SLEEP TALK	NRM	SEISMIC TOSS (BP)	FTG		
DYNAMICPUNCH	FTG	MUD-SLAP (BP)	GRD		
SUBSTITUTE	NRM	BODY SLAM (BP)	NRM		
MIMIC	NRM	MEGA KICK (BP)	NRM		
FURY CUTTER	BUG	MEGA PUNCH (BP)	NRM		
SNORE (BP)	NRM	ICE PUNCH (BP)	ICE		
COUNTER (BP)	FTG				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				

#160 WYNAUT

TYPE: PSYCHIC
ABILITY: SHADOW TAG
EGG: NONE
HEIGHT / WEIGHT: 2'0" / 31 lbs.

HP · DEFENSE · SPEED · SA · ATTACK · SD

EVOLUTION FAMILY

EVOLVES AT LEVEL 15

WOBBUFFET

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	SPLASH	NRM	CUTE	♥♥	
L1	CHARM	NRM	CUTE	♥♥	♥
L1	ENCORE	NRM	CUTE	♥♥	
L15	COUNTER	FTG	TOUGH	♥♥	
L15	MIRROR COAT	PSY	BEAUTY	♥♥	
L15	SAFEGUARD	NRM	BEAUTY	♥	
L15	DESTINY BOND	GHO	SMART	♥♥♥♥♥♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE

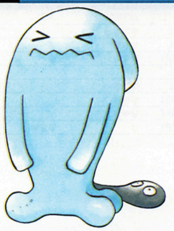
HM MOVES

HM	ATTACK	TYPE

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE

#161 WOBBUFFET



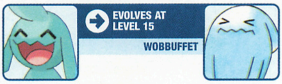
TYPE: PSYCHIC
ABILITY: SHADOW TAG
EGG: AMORPHOUS
HEIGHT / WEIGHT: 4'3" / 63 lbs.

HP · DEFENSE · SPEED · SA · ATTACK · SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	COUNTER	FTG	TOUGH	♥♥	
L1	MIRROR COAT	PSY	BEAUTY	♥♥	
L1	SAFEGUARD	NRM	BEAUTY	♥	
L1	DESTINY BOND	GHO	SMART	♥♥♥♥♥♥♥♥	

EVOLUTION FAMILY



TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE

HM MOVES

HM	ATTACK	TYPE

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE

#162 NATU

TYPE: PSYCHIC-FLYING
ABILITY: SYNCHRONIZE / EARLY BIRD
EGG: FLYING
HEIGHT / WEIGHT: 0'8" / 4 lbs.

HP · DEFENSE · SPEED · SA · ATTACK · SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	PECK	FLY	COOL	♥♥♥♥	
L1	LEER	NRM	COOL	♥♥♥	
L10	NIGHT SHADE	GHO	SMART	♥♥	♥
L20	TELEPORT	PSY	COOL	♥	
L30	WISH	NRM	CUTE	♥♥♥	
L30	FUTURE SIGHT	PSY	SMART	♥♥♥	
L40	CONFUSE RAY	GHO	SMART	♥♥♥	
L50	PSYCHIC	PSY	SMART	♥	♥♥♥
EG	HAZE	ICE	BEAUTY	♥♥♥	
EG	DRILL PECK	FLY	COOL	♥♥♥♥	
EG	QUICK ATTACK	NRM	COOL	♥♥♥	
EG	FAINT ATTACK	DRK	SMART	♥♥	
EG	STEEL WING	STL	COOL	♥♥	
EG	PSYCH UP	NRM	SMART	♥♥	
EG	FEATHERDANCE	FLY	BEAUTY	♥♥	
EG	REFRESH	NRM	CUTE	♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
04	CALM MIND	PSY	29	PSYCHIC	PSY	48	SKILL SWAP	PSY
06	TOXIC	PSN	30	SHADOW BALL	GHO			
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
11	SUNNY DAY	FIRE	33	REFLECT	PSY			
16	LIGHT SCREEN	PSY	40	AERIAL ACE	FLY			
17	PROTECT	NRM	42	FACADE	NRM			
18	RAIN DANCE	WTR	43	SECRET POWER	NRM			
19	GIGA DRAIN	GRS	44	REST	PSY			
21	FRUSTRATION	NRM	45	ATTRACT	NRM			
22	SOLARBEAM	GRS	46	THIEF	DRK			
27	RETURN	NRM	47	STEEL WING	STL			

HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
SWIFT (BP)	NRM				
THUNDER WAVE (BP)	ELC				
DREAM EATER (BP)	PSY				

#163 XATU

TYPE: PSYCHIC-FLYING
ABILITY: SYNCHRONIZE / EARLY BIRD
EGG: FLYING
HEIGHT / WEIGHT: 4'11" / 33 lbs.

HP DEFENSE
SPEED SA
ATTACK SD

EVOLUTION FAMILY

EVOLVES AT LEVEL 25

XATU

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	PECK	FLY	COOL	♥♥♥♥	
L1	LEER	NRM	COOL	♥♥♥	
L10	NIGHT SHADE	GHO	SMART	♥♥	♥
L20	TELEPORT	PSY	COOL	♥	
L35	WISH	NRM	CUTE	♥♥♥	
L35	FUTURE SIGHT	PSY	SMART	♥♥♥	
L50	CONFUSE RAY	GHO	SMART	♥♥♥	
L65	PSYCHIC	PSY	SMART	♥	♥♥♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
04	CALM MIND	PSY	27	RETURN	NRM	47	STEEL WING	STL
06	TOXIC	PSN	29	PSYCHIC	PSY	48	SKILL SWAP	PSY
10	HIDDEN POWER	NRM	30	SHADOW BALL	GHO			
11	SUNNY DAY	FIRE	32	DOUBLE TEAM	NRM			
15	HYPER BEAM	NRM	33	REFLECT	PSY			
16	LIGHT SCREEN	PSY	40	AERIAL ACE	FLY			
17	PROTECT	NRM	42	FACADE	NRM			
18	RAIN DANCE	WTR	43	SECRET POWER	NRM			
19	GIGA DRAIN	GRS	44	REST	PSY			
21	FRUSTRATION	NRM	45	ATTRACT	NRM			
22	SOLARBEAM	GRS	46	THIEF	DRK			

HM MOVES

HM	ATTACK	TYPE
02	FLY	FLY
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
SWIFT (BP)	NRM				
THUNDER WAVE (BP)	ELC				
DREAM EATER (BP)	PSY				

#163 XATU

#164 GIRAFARIG

#164 GIRAFARIG

TYPE: NORMAL-PSYCHIC
ABILITY: INNER FOCUS / EARLY BIRD
EGG: FIELD
HEIGHT / WEIGHT: 4'11" / 92 lbs.

HP DEFENSE
SPEED SA
ATTACK SD

EVOLUTION FAMILY

NO EVOLUTION

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	GROWL	NRM	CUTE	♥♥	
L7	ASTONISH	GHO	SMART	♥♥	♥♥♥
L13	CONFUSION	PSY	SMART	♥♥	♥♥♥
L19	STOMP	NRM	TOUGH	♥	♥♥♥♥
L25	ODOR SLEUTH	NRM	SMART	♥♥♥	
L31	AGILITY	PSY	COOL	♥♥♥	
L37	BATON PASS	NRM	CUTE	♥♥	
L43	PSYBEAM	PSY	BEAUTY	♥♥♥	
L49	CRUNCH	DRK	TOUGH	♥	♥♥♥♥
EG	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
EG	AMNESIA	PSY	CUTE	♥	
EG	FORESIGHT	NRM	SMART	♥♥♥	
EG	FUTURE SIGHT	PSY	SMART	♥♥♥	
EG	BEAT UP	DRK	SMART	♥♥	♥
EG	PSYCH UP	NRM	SMART	♥♥	
EG	WISH	NRM	CUTE	♥♥♥	
EG	MAGIC COAT	PSY	BEAUTY	♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
04	CALM MIND	PSY	26	EARTHQUAKE	GRD	46	THIEF	DRK
06	TOXIC	PSN	27	RETURN	NRM	48	SKILL SWAP	PSY
10	HIDDEN POWER	NRM	29	PSYCHIC	PSY			
11	SUNNY DAY	FIRE	30	SHADOW BALL	GHO			
16	LIGHT SCREEN	PSY	32	DOUBLE TEAM	NRM			
17	PROTECT	NRM	33	REFLECT	PSY			
18	RAIN DANCE	WTR	34	SHOCK WAVE	ELC			
21	FRUSTRATION	NRM	42	FACADE	NRM			
23	IRON TAIL	STL	43	SECRET POWER	NRM			
24	THUNDERBOLT	ELC	44	REST	PSY			
25	THUNDER	ELC	45	ATTRACT	NRM			

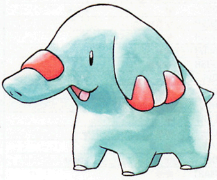
HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	BODY SLAM (BP)	NRM		
DOUBLE-EDGE	NRM	DREAM EATER (BP)	PSY		
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
SWIFT (BP)	NRM				
THUNDER WAVE (BP)	ELC				
MUD-SLAP (BP)	GRD				

#165 PHANPY



TYPE: GROUND
ABILITY: PICKUP
EGG: FIELD
HEIGHT / WEIGHT: 1'8" / 74 lbs.

HP	■■■□	DEFENSE	■■□□
SPEED	■□□□	SA	■□□□
ATTACK	■■□□	SD	■□□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	ODOR SLEUTH	NRM	SMART	♥♥♥	
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	GROWL	NRM	CUTE	♥♥	
L9	DEFENSE CURL	NRM	CUTE	♥♥	
L17	FLAIL	NRM	CUTE	♥	
L25	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
L33	ROLLOUT	RCK	TOUGH	♥♥♥	
L41	ENDURE	NRM	TOUGH	♥♥	
L49	DOUBLE-EDGE	NRM	TOUGH	♥♥♥♥♥♥	
EG	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
EG	BODY SLAM	NRM	TOUGH	♥	♥♥♥♥
EG	ANCIENTPOWER	RCK	TOUGH	♥	
EG	SNORE	NRM	CUTE	♥♥♥♥	
EG	COUNTER	FTG	TOUGH	♥♥	
EG	FISSURE	GRD	TOUGH	♥♥	♥

EVOLUTION FAMILY

EVOLVES AT LEVEL 25

DONPHAN

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
05	ROAR	NRM	39	ROCK TOMB	RCK			
06	TOXIC	PSN	42	FACADE	NRM			
10	HIDDEN POWER	NRM	43	SECRET POWER	NRM			
11	SUNNY DAY	FIRE	44	REST	PSY			
17	PROTECT	NRM	45	ATTRACT	NRM			
21	FRUSTRATION	NRM						
23	IRON TAIL	STL						
26	EARTHQUAKE	GRD						
27	RETURN	NRM						
32	DOUBLE TEAM	NRM						
37	SANDSTORM	GRD						

HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	DEFENSE CURL (BP)	NRM		
ROLLOUT	RCK				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
COUNTER (BP)	FTG				
ENDURE (BP)	NRM				
MUD-SLAP (BP)	GRD				
BODY SLAM (BP)	NRM				

#165 PHANPY

#166 DONPHAN

TYPE: GROUND
ABILITY: STURDY
EGG: FIELD
HEIGHT / WEIGHT: 3'7" / 265 lbs.

HP	■■■□	DEFENSE	■■■■
SPEED	■□□□	SA	■■□□
ATTACK	■■■■	SD	■■□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	ODOR SLEUTH	NRM	SMART	♥♥♥	
L1	HORN ATTACK	NRM	COOL	♥♥♥♥	
L1	GROWL	NRM	CUTE	♥♥	
L9	DEFENSE CURL	NRM	CUTE	♥♥	
L17	FLAIL	NRM	CUTE	♥	
L25	FURY ATTACK	NRM	COOL	♥♥	♥
L33	ROLLOUT	RCK	TOUGH	♥♥♥	
L41	RAPID SPIN	NRM	COOL	♥♥	
L49	EARTHQUAKE	GRD	TOUGH	♥	♥♥♥

EVOLUTION FAMILY

EVOLVES AT LEVEL 25

DONPHAN

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
05	ROAR	NRM	37	SANDSTORM	GRD			
06	TOXIC	PSN	39	ROCK TOMB	RCK			
10	HIDDEN POWER	NRM	42	FACADE	NRM			
11	SUNNY DAY	FIRE	43	SECRET POWER	NRM			
15	HYPER BEAM	NRM	44	REST	PSY			
17	PROTECT	NRM	45	ATTRACT	NRM			
21	FRUSTRATION	NRM						
23	IRON TAIL	STL						
26	EARTHQUAKE	GRD						
27	RETURN	NRM						
32	DOUBLE TEAM	NRM						

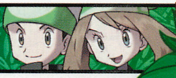
HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	FTG

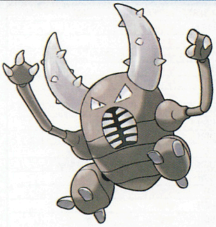
LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	BODY SLAM (BP)	NRM		
ROLLOUT	RCK	DEFENSE CURL (BP)	NRM		
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
COUNTER (BP)	FTG				
ENDURE (BP)	NRM				
MUD-SLAP (BP)	GRD				

#166 DONPHAN



#167 PINSIR



TYPE: BUG	
ABILITY: HYPER CUTTER	
EGG: BUG	
HEIGHT / WEIGHT: 4'11" / 121 lbs.	

HP · DEFENSE · SPEED · SA · ATTACK · SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	VICEGRIP	NRM	TOUGH	♥♥♥♥	
L1	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
L7	BIND	NRM	TOUGH	♥♥♥	
L13	SEISMIC TOSS	FTG	TOUGH	♥♥	♥
L19	HARDEN	NRM	TOUGH	♥♥	
L25	REVENGE	FTG	TOUGH	♥♥♥	
L31	BRICK BREAK	FTG	COOL	♥	♥♥♥♥
L37	GUILLOTINE	NRM	COOL	♥♥	♥
L43	SUBMISSION	FTG	COOL	♥♥♥♥♥♥	
L49	SWORDS DANCE	NRM	BEAUTY	♥	
EG	FURY ATTACK	NRM	COOL	♥♥	♥
EG	FLAIL	NRM	CUTE	♥	
EG	FALSE SWIPE	NRM	COOL	♥	♥♥♥
EG	FAINT ATTACK	DRK	SMART	♥♥	

EVOLUTION FAMILY

NO EVOLUTION

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	28	DIG	GRD			
06	TOXIC	PSN	31	BRICK BREAK	FTG			
08	BULK UP	FTG	32	DOUBLE TEAM	NRM			
10	HIDDEN POWER	NRM	39	ROCK TOMB	RCK			
11	SUNNY DAY	FIRE	42	FACADE	NRM			
15	HYPER BEAM	NRM	43	SECRET POWER	NRM			
17	PROTECT	NRM	44	REST	PSY			
18	RAIN DANCE	WTR	45	ATTRACT	NRM			
21	FRUSTRATION	NRM	46	THIEF	DRK			
26	EARTHQUAKE	GRD						
27	RETURN	NRM						

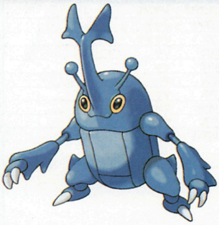
HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
FURY CUTTER	BUG				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
BODY SLAM (BP)	NRM				
SEISMIC TOSS (BP)	FTG				
SWORDS DANCE (BP)	NRM				

#168 HERACROSS



TYPE: BUG-FIGHTING	
ABILITY: SWARM / GUTS	
EGG: BUG	
HEIGHT / WEIGHT: 4'11" / 119 lbs.	

HP · DEFENSE · SPEED · SA · ATTACK · SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	LEER	NRM	COOL	♥♥♥	
L6	HORN ATTACK	NRM	COOL	♥♥♥♥	
L11	ENDURE	NRM	TOUGH	♥♥	
L17	FURY ATTACK	NRM	COOL	♥♥	♥
L23	BRICK BREAK	FTG	COOL	♥	♥♥♥♥
L30	COUNTER	FTG	TOUGH	♥♥	
L37	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
L45	REVERSAL	FTG	COOL	♥♥	
L53	MEGAHORN	BUG	COOL	♥♥	
EG	HARDEN	NRM	TOUGH	♥♥	
EG	BIDE	NRM	TOUGH	♥	
EG	FLAIL	NRM	CUTE	♥	
EG	FALSE SWIPE	NRM	COOL	♥	♥♥♥

EVOLUTION FAMILY

NO EVOLUTION

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	28	DIG	GRD			
06	TOXIC	PSN	31	BRICK BREAK	FTG			
08	BULK UP	FTG	32	DOUBLE TEAM	NRM			
10	HIDDEN POWER	NRM	39	ROCK TOMB	RCK			
11	SUNNY DAY	FIRE	42	FACADE	NRM			
15	HYPER BEAM	NRM	43	SECRET POWER	NRM			
17	PROTECT	NRM	44	REST	PSY			
18	RAIN DANCE	WTR	45	ATTRACT	NRM			
21	FRUSTRATION	NRM	46	THIEF	DRK			
26	EARTHQUAKE	GRD						
27	RETURN	NRM						

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	SWORDS DANCE (BP)	NRM		
DOUBLE-EDGE	NRM	BODY SLAM (BP)	NRM		
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
FURY CUTTER	BUG				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
COUNTER (BP)	FTG				
ENDURE (BP)	NRM				
SEISMIC TOSS (BP)	FTG				

#169 RHYHORN

TYPE: GROUND-ROCK
ABILITY: LIGHTNINGROD / ROCK HEAD
EGG: MONSTER / FIELD
HEIGHT / WEIGHT: 3'3" / 254 lbs.

HP / DEFENSE / SPEED / SA / ATTACK / SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	HORN ATTACK	NRM	COOL	♥♥♥♥	
L1	TAIL WHIP	NRM	CUTE	♥♥	
L10	STOMP	NRM	TOUGH	♥	♥♥♥♥
L15	FURY ATTACK	NRM	COOL	♥♥	♥
L24	SCARY FACE	NRM	TOUGH	♥♥	♥
L29	ROCK BLAST	NRM	TOUGH	♥♥	
L38	HORN DRILL	NRM	COOL	♥♥	♥
L43	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
L52	EARTHQUAKE	GRD	TOUGH	♥	♥♥♥
L57	MEGAHORN	BUG	COOL	♥♥	
EG	CRUNCH	DRK	TOUGH	♥	♥♥♥♥
EG	REVERSAL	FTG	COOL	♥♥	
EG	ROCK SLIDE	RCK	TOUGH	♥	♥♥♥
EG	COUNTER	FTG	TOUGH	♥♥	
EG	MAGNITUDE	GRD	TOUGH	♥	
EG	SWORDS DANCE	NRM	BEAUTY	♥	
EG	CURSE	?	TOUGH	♥♥♥	
EG	CRUSH CLAW	NRM	COOL	♥	♥♥♥♥

EVOLUTION FAMILY

EVOLVES AT LEVEL 42

RHYDON

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
05	ROAR	NRM	25	THUNDER	ELC	43	SECRET POWER	NRM
06	TOXIC	PSN	26	EARTHQUAKE	GRD	44	REST	PSY
10	HIDDEN POWER	NRM	27	RETURN	NRM	45	ATTRACT	NRM
11	SUNNY DAY	FIRE	28	DIG	GRD	46	THIEF	DRK
13	ICE BEAM	ICE	32	DOUBLE TEAM	NRM			
14	BLIZZARD	ICE	34	SHOCK WAVE	ELC			
17	PROTECT	NRM	35	FLAMETHROWER	FIRE			
18	RAIN DANCE	WTR	37	SANDSTORM	GRD			
21	FRUSTRATION	NRM	38	FIRE BLAST	FIRE			
23	IRON TAIL	STL	39	ROCK TOMB	RCK			
24	THUNDERBOLT	ELC	42	FACADE	NRM			

HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	SWORDS DANCE (BP)	NRM		
ROLLOUT	RCK	MUD-SLAP (BP)	GRD		
DOUBLE-EDGE	NRM	BODY SLAM (BP)	NRM		
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
COUNTER (BP)	FTG				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				

#170 RHYDON

TYPE: GROUND-ROCK
ABILITY: LIGHTNINGROD / ROCK HEAD
EGG: MONSTER / FIELD
HEIGHT / WEIGHT: 6'3" / 265 lbs.

HP / DEFENSE / SPEED / SA / ATTACK / SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	HORN ATTACK	NRM	COOL	♥♥♥♥	
L1	TAIL WHIP	NRM	CUTE	♥♥	
L1	STOMP	NRM	TOUGH	♥	♥♥♥♥
L1	FURY ATTACK	NRM	COOL	♥♥	♥
L10	STOMP	NRM	TOUGH	♥	♥♥♥♥
L15	FURY ATTACK	NRM	COOL	♥♥	♥
L24	SCARY FACE	NRM	TOUGH	♥♥	♥
L29	ROCK BLAST	NRM	TOUGH	♥♥	
L38	HORN DRILL	NRM	COOL	♥♥	♥
L46	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
L58	EARTHQUAKE	GRD	TOUGH	♥	♥♥♥
L66	MEGAHORN	BUG	COOL	♥♥	

EVOLUTION FAMILY

EVOLVES AT LEVEL 42

RHYDON

TM MOVES

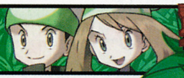
TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	23	IRON TAIL	STL	38	FIRE BLAST	FIRE
05	ROAR	NRM	24	THUNDERBOLT	ELC	39	ROCK TOMB	RCK
06	TOXIC	PSN	25	THUNDER	ELC	42	FACADE	NRM
10	HIDDEN POWER	NRM	26	EARTHQUAKE	GRD	43	SECRET POWER	NRM
11	SUNNY DAY	FIRE	27	RETURN	NRM	44	REST	PSY
13	ICE BEAM	ICE	28	DIG	GRD	45	ATTRACT	NRM
14	BLIZZARD	ICE	31	BRICK BREAK	FTG	46	THIEF	DRK
15	HYPER BEAM	NRM	32	DOUBLE TEAM	NRM			
17	PROTECT	NRM	34	SHOCK WAVE	ELC			
18	RAIN DANCE	WTR	35	FLAMETHROWER	FIRE			
21	FRUSTRATION	NRM	37	SANDSTORM	GRD			

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
03	SURF	WTR
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	THUNDERPUNCH (BP)	ELC		
ROLLOUT	RCK	ICY WIND (BP)	ICE		
DOUBLE-EDGE	NRM	ENDURE (BP)	NRM		
SLEEP TALK	NRM	SEISMIC TOSS (BP)	FTG		
DYNAMICPUNCH	FTG	SWORDS DANCE (BP)	NRM		
SUBSTITUTE	NRM	MUD-SLAP (BP)	GRD		
MIMIC	NRM	BODY SLAM (BP)	NRM		
FURY CUTTER	BUG	FIRE PUNCH (BP)	FIRE		
SNORE (BP)	NRM	MEGA KICK (BP)	NRM		
ROCK SLIDE (BP)	RCK	MEGA PUNCH (BP)	NRM		
COUNTER (BP)	FTG				



#171 SNORUNT

TYPE: ICE
ABILITY: INNER FOCUS
EGG: FAIRY / MINERAL
HEIGHT / WEIGHT: 2'4" / 37 lbs.

HP DEFENSE
SPEED SA
ATTACK SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	POWDER SNOW	ICE	BEAUTY	♥♥♥♥	
L1	LEER	NRM	COOL	♥♥♥	
L7	DOUBLE TEAM	NRM	COOL	♥♥	
L10	BITE	DRK	TOUGH	♥	♥♥♥
L16	ICE WIND	ICE	BEAUTY	♥	♥♥♥
L19	HEADBUTT	NRM	TOUGH	♥♥	♥♥♥
L25	PROTECT	NRM	CUTE	♥	
L28	CRUNCH	DRK	TOUGH	♥	♥♥♥♥
L34	ICE BEAM	ICE	BEAUTY	♥♥	♥
L37	HAIL	ICE	BEAUTY	♥	♥♥♥
L43	BLIZZARD	ICE	BEAUTY	♥♥♥♥	
EG	BLOCK	NRM	CUTE	♥♥	
EG	SPIKES	GRD	SMART	♥♥	

EVOLUTION FAMILY

EVOLVES AT LEVEL 42

GLALIE

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	27	RETURN	NRM			
06	TOXIC	PSN	30	SHADOW BALL	GHO			
07	HAIL	ICE	32	DOUBLE TEAM	NRM			
10	HIDDEN POWER	NRM	42	FACADE	NRM			
13	ICE BEAM	ICE	43	SECRET POWER	NRM			
14	BLIZZARD	ICE	44	REST	PSY			
16	LIGHT SCREEN	PSY	45	ATTRACT	NRM			
17	PROTECT	NRM						
18	RAIN DANCE	WTR						
20	SAFEGUARD	NRM						
21	FRUSTRATION	NRM						

HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
BODY SLAM (BP)	NRM				

#171

SNORUNT

#172 GLALIE

#172

GLALIE

TYPE: ICE
ABILITY: INNER FOCUS
EGG: FAIRY / MINERAL
HEIGHT / WEIGHT: 4'11" / 566 lbs.

HP DEFENSE
SPEED SA
ATTACK SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	POWDER SNOW	ICE	BEAUTY	♥♥♥♥	
L1	LEER	NRM	COOL	♥♥♥	
L1	DOUBLE TEAM	NRM	COOL	♥♥	
L1	BITE	DRK	TOUGH	♥	♥♥♥
L7	DOUBLE TEAM	NRM	COOL	♥♥	
L10	BITE	DRK	TOUGH	♥	♥♥♥
L16	ICY WIND	ICE	BEAUTY	♥	♥♥♥
L19	HEADBUTT	NRM	TOUGH	♥♥	♥♥♥
L25	PROTECT	NRM	CUTE	♥	
L28	CRUNCH	DRK	TOUGH	♥	♥♥♥♥
L34	ICE BEAM	ICE	BEAUTY	♥♥	♥
L42	HAIL	ICE	BEAUTY	♥	♥♥♥
L53	BLIZZARD	ICE	BEAUTY	♥♥♥♥	
L61	SHEER COLD	ICE	BEAUTY	♥♥	♥

EVOLUTION FAMILY

EVOLVES AT LEVEL 42

GLALIE

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	20	SAFEGUARD	NRM			
06	TOXIC	PSN	21	FRUSTRATION	NRM			
07	HAIL	ICE	26	EARTHQUAKE	GRD			
10	HIDDEN POWER	NRM	27	RETURN	NRM			
12	TAUNT	DRK	30	SHADOW BALL	GHO			
13	ICE BEAM	ICE	32	DOUBLE TEAM	NRM			
14	BLIZZARD	ICE	41	TORMENT	DRK			
15	HYPER BEAM	NRM	42	FACADE	NRM			
16	LIGHT SCREEN	PSY	43	SECRET POWER	NRM			
17	PROTECT	NRM	44	REST	PSY			
18	RAIN DANCE	WTR	45	ATTRACT	NRM			

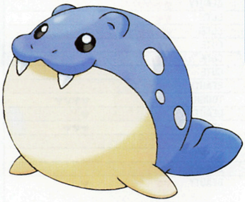
HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	DEFENSE CURL (BP)	NRM		
ROLLOUT	RCK				
DOUBLE-EDGE	NRM				
EXPLOSION	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
BODY SLAM (BP)	NRM				

#173 SPHEAL



TYPE: WATER-ICE
ABILITY: THICK FAT
EGG: WATER 1 / FIELD
HEIGHT / WEIGHT: 2'7" / 87 lbs.

HP · DEFENSE · SPEED · SA · ATTACK · SD

EVOLUTION FAMILY

EVOLVES AT LEVEL 32

SEALEO
EVOLVES AT LEVEL 44

WALREIN

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	POWDER SNOW	ICE	BEAUTY	♥♥♥♥	
L1	GROWL	NRM	CUTE	♥♥	
L1	WATER GUN	WTR	CUTE	♥♥♥♥	
L7	ENCORE	NRM	CUTE	♥♥	
L13	ICE BALL	ICE	BEAUTY	♥♥♥	
L19	BODY SLAM	NRM	TOUGH	♥	♥♥♥♥
L25	AURORA BEAM	ICE	BEAUTY	♥♥	♥
L31	HAIL	ICE	BEAUTY	♥	♥♥♥
L37	REST	PSY	CUTE	♥♥	
L37	SNORE	NRM	CUTE	♥♥♥♥	
L43	BLIZZARD	ICE	BEAUTY	♥♥♥♥	
L49	SHEER COLD	ICE	BEAUTY	♥♥	♥
EG	WATER SPORT	WTR	CUTE	♥♥♥♥	
EG	STOCKPILE	NRM	TOUGH	♥♥	
EG	SWALLOW	NRM	TOUGH	♥	
EG	SPIT UP	NRM	TOUGH	♥♥♥♥	
EG	YAWN	NRM	CUTE	♥♥	
EG	ROCK SLIDE	RCK	TOUGH	♥	♥♥♥
EG	CURSE	?	TOUGH	♥♥♥	
EG	FISSURE	GRD	TOUGH	♥♥	♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	27	RETURN	NRM
06	TOXIC	PSN	32	DOUBLE TEAM	NRM
07	HAIL	ICE	39	ROCK TOMB	RCK
10	HIDDEN POWER	NRM	42	FACADE	NRM
13	ICE BEAM	ICE	43	SECRET POWER	NRM
14	BLIZZARD	ICE	44	REST	PSY
17	PROTECT	NRM	45	ATTRACT	NRM
18	RAIN DANCE	WTR			
21	FRUSTRATION	NRM			
23	IRON TAIL	STL			
26	EARTHQUAKE	GRD			

HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
04	STRENGTH	NRM
06	ROCK SMASH	FTG
07	WATERFALL	WTR
08	DIVE	WTR

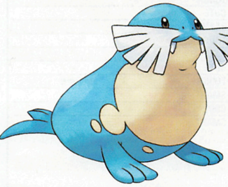
LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	BODY SLAM (BP)	NRM
ROLLOUT	RCK	DEFENSE CURL (BP)	NRM
DOUBLE-EDGE	NRM		
SLEEP TALK	NRM		
SUBSTITUTE	NRM		
MIMIC	NRM		
SNORE (BP)	NRM		
ROCK SLIDE (BP)	RCK		
ICY WIND (BP)	ICE		
ENDURE (BP)	NRM		
MUD-SLAP (BP)	GRD		

#173

SPHEAL

#174 SEALEO



TYPE: WATER-ICE
ABILITY: THICK FAT
EGG: WATER 1 / FIELD
HEIGHT / WEIGHT: 3'7" / 193 lbs.

HP · DEFENSE · SPEED · SA · ATTACK · SD

EVOLUTION FAMILY

EVOLVES AT LEVEL 32

SEALEO
EVOLVES AT LEVEL 44

WALREIN

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	POWDER SNOW	ICE	BEAUTY	♥♥♥♥	
L1	GROWL	NRM	CUTE	♥♥	
L1	WATER GUN	WTR	CUTE	♥♥♥♥	
L1	ENCORE	NRM	CUTE	♥♥	
L7	ENCORE	NRM	CUTE	♥♥	
L13	ICE BALL	ICE	BEAUTY	♥♥♥	
L19	BODY SLAM	NRM	TOUGH	♥	♥♥♥♥
L25	AURORA BEAM	ICE	BEAUTY	♥♥	♥
L31	HAIL	ICE	BEAUTY	♥	♥♥♥
L39	REST	PSY	CUTE	♥♥	
L39	SNORE	NRM	CUTE	♥♥♥♥	
L47	BLIZZARD	ICE	BEAUTY	♥♥♥♥	
L55	SHEER COLD	ICE	BEAUTY	♥♥	♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	26	EARTHQUAKE	GRD
05	ROAR	NRM	27	RETURN	NRM
06	TOXIC	PSN	32	DOUBLE TEAM	NRM
07	HAIL	ICE	39	ROCK TOMB	RCK
10	HIDDEN POWER	NRM	42	FACADE	NRM
13	ICE BEAM	ICE	43	SECRET POWER	NRM
14	BLIZZARD	ICE	44	REST	PSY
17	PROTECT	NRM	45	ATTRACT	NRM
18	RAIN DANCE	WTR			
21	FRUSTRATION	NRM			
23	IRON TAIL	STL			

HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
04	STRENGTH	NRM
06	ROCK SMASH	FTG
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	BODY SLAM (BP)	NRM
ROLLOUT	RCK	DEFENSE CURL (BP)	NRM
DOUBLE-EDGE	NRM		
SLEEP TALK	NRM		
SUBSTITUTE	NRM		
MIMIC	NRM		
SNORE (BP)	NRM		
ROCK SLIDE (BP)	RCK		
ICY WIND (BP)	ICE		
ENDURE (BP)	NRM		
MUD-SLAP (BP)	GRD		

#174

SEALEO

#175 WALREIN

TYPE: WATER-ICE
ABILITY: THICK FAT
EGG: WATER 1 / FIELD
HEIGHT / WEIGHT: 4'7" / 332 lbs.

HP ■■■■ DEFENSE ■■■□
SPEED ■■□□ SA ■■■□
ATTACK ■■□□ SD ■■■□

EVOLUTION FAMILY

EVOLVES AT LEVEL 32

SEALEO
EVOLVES AT LEVEL 44

WALREIN

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	POWDER SNOW	ICE	BEAUTY	♥♥♥♥	
L1	GROWL	NRM	CUTE	♥♥	
L1	WATER GUN	WTR	CUTE	♥♥♥♥	
L1	ENCORE	NRM	CUTE	♥♥	
L1	DEFENSE CURL	NRM	CUTE	♥♥	
L7	ENCORE	NRM	CUTE	♥♥	
L13	ICE BALL	ICE	BEAUTY	♥♥♥	
L19	BODY SLAM	NRM	TOUGH	♥	♥♥♥♥
L25	AURORA BEAM	ICE	BEAUTY	♥♥	♥
L31	HAIL	ICE	BEAUTY	♥	♥♥♥
L39	REST	PSY	CUTE	♥♥	
L39	SNORE	NRM	CUTE	♥♥♥♥	
L50	BLIZZARD	ICE	BEAUTY	♥♥♥♥	
L61	SHEER COLD	ICE	BEAUTY	♥♥	♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	23	IRON TAIL	STL			
05	ROAR	NRM	26	EARTHQUAKE	GRD			
06	TOXIC	PSN	27	RETURN	NRM			
07	HAIL	ICE	32	DOUBLE TEAM	NRM			
10	HIDDEN POWER	NRM	39	ROCK TOMB	RCK			
13	ICE BEAM	ICE	42	FACADE	NRM			
14	BLIZZARD	ICE	43	SECRET POWER	NRM			
15	HYPER BEAM	NRM	44	REST	PSY			
17	PROTECT	NRM	45	ATTRACT	NRM			
18	RAIN DANCE	WTR						
21	FRUSTRATION	NRM						

HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
04	STRENGTH	NRM
06	ROCK SMASH	FTG
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	BODY SLAM (BP)	NRM		
ROLLOUT	RCK	DEFENSE CURL (BP)	NRM		
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
MUD-SLAP (BP)	GRD				

#176 CLAMPERL

TYPE: WATER
ABILITY: SHELL ARMOR
EGG: WATER 1
HEIGHT / WEIGHT: 1'4" / 116 lbs.

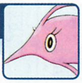
HP ■□□□ DEFENSE ■■■□
SPEED ■□□□ SA ■■□□
ATTACK ■■□□ SD ■■□□

HELD-ITEM TRADE EVOLUTION

Clamperl will evolve if traded with one of two held items. Clamperl will change into Huntail if it's holding a Deepseatooth; it will evolve into Gorebyss if it's holding a Deepseascale.

EVOLUTION FAMILY

TRADE EVOLUTION + DEEPSEATOOTH

HUNTAIL
TRADE EVOLUTION + DEEPSEASCALE

GOREBYSS

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	CLAMP	WTR	TOUGH	♥♥♥	
L1	WATER GUN	WTR	CUTE	♥♥♥♥	
L1	WHIRLPOOL	WTR	BEAUTY	♥♥♥	
L1	IRON DEFENSE	STL	TOUGH	♥	
EG	REFRESH	NRM	CUTE	♥	
EG	MUD SPORT	GRD	CUTE	♥♥♥♥	
EG	BODY SLAM	NRM	TOUGH	♥	♥♥♥♥
EG	SUPERSONIC	NRM	SMART	♥♥♥	
EG	BARRIER	PSY	COOL	♥	
EG	CONFUSE RAY	GHO	SMART	♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	42	FACADE	NRM			
06	TOXIC	PSN	43	SECRET POWER	NRM			
07	HAIL	ICE	44	REST	PSY			
10	HIDDEN POWER	NRM	45	ATTRACT	NRM			
13	ICE BEAM	ICE						
14	BLIZZARD	ICE						
17	PROTECT	NRM						
18	RAIN DANCE	WTR						
21	FRUSTRATION	NRM						
27	RETURN	NRM						
32	DOUBLE TEAM	NRM						

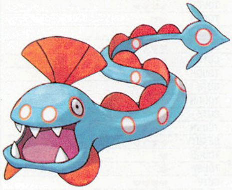
HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
BODY SLAM (BP)	NRM				

#177 HUNTAIL



TYPE: WATER
ABILITY: SWIFT SWIM
EGG: WATER 1
HEIGHT / WEIGHT: 5'7" / 60 lbs.

Stat	Rating	Stat	Rating
HP	■■□□	DEFENSE	■■■□
SPEED	■□□□	SA	■■■□
ATTACK	■■■□	SD	■■□□

HELD-ITEM TRADE EVOLUTION

Clamperl will evolve if traded with one of two held items. Clamperl will change into Huntail if it's holding a Deepseatooth; it will evolve into Gorebyss if it's holding a Deepseascale.

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	WHIRLPOOL	WTR	BEAUTY	♥♥♥	
L8	BITE	DRK	TOUGH	♥	♥♥♥
L15	SCREECH	NRM	SMART	♥	♥♥♥
L22	WATER PULSE	WTR	BEAUTY	♥♥♥	
L29	SCARY FACE	NRM	TOUGH	♥♥	♥
L36	CRUNCH	DRK	TOUGH	♥	♥♥♥♥
L43	BATON PASS	NRM	CUTE	♥♥	
L50	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	32	DOUBLE TEAM	NRM
06	TOXIC	PSN	39	ROCK TOMB	RCK
07	HAIL	ICE	42	FACADE	NRM
10	HIDDEN POWER	NRM	43	SECRET POWER	NRM
13	ICE BEAM	ICE	44	REST	PSY
14	BLIZZARD	ICE	45	ATTRACT	NRM
15	HYPER BEAM	NRM	49	SNATCH	DRK
17	PROTECT	NRM			
18	RAIN DANCE	WTR			
21	FRUSTRATION	NRM			
27	RETURN	NRM			

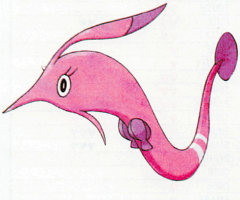
HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ICY WIND (BP)	ICE
ENDURE (BP)	NRM
SWIFT (BP)	NRM
MUD-SLAP (BP)	NRM
BODY SLAM (BP)	NRM

#178 GOREBYSS



TYPE: WATER
ABILITY: SWIFT SWIM
EGG: WATER 1
HEIGHT / WEIGHT: 5'11" / 50 lbs.

Stat	Rating	Stat	Rating
HP	■■□□	DEFENSE	■■■□
SPEED	■□□□	SA	■■■□
ATTACK	■■□□	SD	■■□□

HELD-ITEM TRADE EVOLUTION

Clamperl will evolve if traded with one of two held items. Clamperl will change into Huntail if it's holding a Deepseatooth; it will evolve into Gorebyss if it's holding a Deepseascale.

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	WHIRLPOOL	WTR	BEAUTY	♥♥♥	
L8	CONFUSION	PSY	SMART	♥♥	♥♥♥
L15	AGILITY	PSY	COOL	♥♥♥	
L22	WATER PULSE	WTR	BEAUTY	♥♥♥	
L29	AMNESIA	PSY	CUTE	♥	
L36	PSYCHIC	PSY	SMART	♥	♥♥♥
L43	BATON PASS	NRM	CUTE	♥♥	
L50	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	27	RETURN	NRM			
06	TOXIC	PSN	29	PSYCHIC	PSY			
07	HAIL	ICE	30	SHADOW BALL	GHO			
10	HIDDEN POWER	NRM	32	DOUBLE TEAM	NRM			
13	ICE BEAM	ICE	42	FACADE	NRM			
14	BLIZZARD	ICE	43	SECRET POWER	NRM			
15	HYPER BEAM	NRM	44	REST	PSY			
17	PROTECT	NRM	45	ATTRACT	NRM			
18	RAIN DANCE	WTR						
20	SAFEGUARD	NRM						
21	FRUSTRATION	NRM						

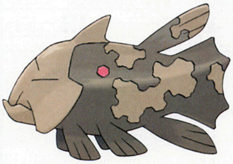
HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
SWIFT (BP)	NRM				
MUD-SLAP (BP)	NRM				
BODY SLAM (BP)	NRM				

#179 RELICANTH



TYPE: WATER-ROCK
ABILITY: SWIFT SWIM / ROCK HEAD
EGG: WATER 1 / WATER 2
HEIGHT / WEIGHT: 3'3" / 52 lbs.

Stat	Rating	Stat	Rating
HP	■■■□	DEFENSE	■■■■
SPEED	■■□□	SA	■□□□
ATTACK	■■■□	SD	■■□□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L1	HARDEN	NRM	TOUGH	♥♥	
L8	WATER GUN	WTR	CUTE	♥♥♥♥	
L15	ROCK TOMB	RCK	SMART	♥♥♥	
L22	YAWN	NRM	CUTE	♥♥	
L29	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
L36	MUD SPORT	GRD	CUTE	♥♥♥♥	
L43	ANCIENTPOWER	RCK	TOUGH	♥	
L50	REST	PSY	CUTE	♥♥	
L57	DOUBLE-EDGE	NRM	TOUGH	♥♥♥♥♥♥	
L64	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	
EG	MAGNITUDE	GRD	TOUGH	♥	
EG	SKULL BASH	NRM	TOUGH	♥	♥♥♥♥
EG	WATER SPORT	WTR	CUTE	♥♥♥♥	
EG	AMNESIA	PSY	CUTE	♥	
EG	SLEEP TALK	NRM	CUTE	♥♥♥	
EG	ROCK SLIDE	RCK	TOUGH	♥	♥♥♥

EVOLUTION FAMILY

NO EVOLUTION

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	21	FRUSTRATION	NRM			
04	CALM MIND	PSY	26	EARTHQUAKE	GRD			
06	TOXIC	PSN	27	RETURN	NRM			
07	HAIL	ICE	32	DOUBLE TEAM	NRM			
10	HIDDEN POWER	NRM	37	SANDSTORM	RCK			
13	ICE BEAM	ICE	39	ROCK TOMB	RCK			
14	BLIZZARD	ICE	42	FACADE	NRM			
15	HYPER BEAM	NRM	43	SECRET POWER	NRM			
17	PROTECT	NRM	44	REST	PSY			
18	RAIN DANCE	WTR	45	ATTRACT	NRM			
20	SAFEGUARD	NRM						

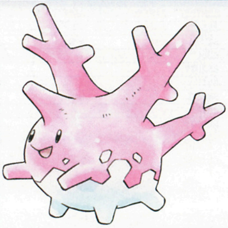
HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
06	ROCK SMASH	FTG
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	BODY SLAM (BP)	NRM		
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
MUD-SLAP (BP)	GRD				

#180 CORSOLA



TYPE: WATER-ROCK
ABILITY: HUSTLE / NATURAL CURE
EGG: WATER 1 / WATER 3
HEIGHT / WEIGHT: 2'0" / 11 lbs.

Stat	Rating	Stat	Rating
HP	■■□□	DEFENSE	■■■□
SPEED	■□□□	SA	■■□□
ATTACK	■■□□	SD	■■■□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L6	HARDEN	NRM	TOUGH	♥♥	
L12	BUBBLE	WTR	CUTE	♥♥	♥♥
L17	RECOVER	NRM	SMART	♥♥	♥
L17	REFRESH	NRM	CUTE	♥	
L23	BUBBLEBEAM	WTR	BEAUTY	♥	♥♥♥
L28	SPIKE CANNON	NRM	COOL	♥♥	♥
L34	ROCK BLAST	RCK	TOUGH	♥♥	
L39	MIRROR COAT	PSY	BEAUTY	♥♥	
L45	ANCIENTPOWER	RCK	TOUGH	♥	
EG	ROCK SLIDE	RCK	TOUGH	♥	♥♥♥
EG	SCREECH	NRM	SMART	♥	♥♥♥
EG	MIST	ICE	BEAUTY	♥	
EG	AMNESIA	PSY	CUTE	♥	
EG	BARRIER	PSY	COOL	♥	
EG	INGRAIN	GRS	SMART	♥	
EG	CONFUSE RAY	GHO	SMART	♥♥♥	
EG	ICICLE SPEAR	ICE	BEAUTY	♥♥	♥

EVOLUTION FAMILY

NO EVOLUTION

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	20	SAFEGUARD	NRM	42	FACADE	NRM
04	CALM MIND	PSY	21	FRUSTRATION	NRM	43	SECRET POWER	NRM
06	TOXIC	PSN	26	EARTHQUAKE	GRD	44	REST	PSY
07	HAIL	ICE	27	RETURN	NRM	45	ATTRACT	NRM
10	HIDDEN POWER	NRM	28	DIG	GRD			
11	SUNNY DAY	FIRE	29	PSYCHIC	PSY			
13	ICE BEAM	ICE	30	SHADOW BALL	GHO			
14	BLIZZARD	ICE	32	DOUBLE TEAM	NRM			
16	LIGHT SCREEN	PSY	33	REFLECT	PSY			
17	PROTECT	NRM	37	SANDSTORM	RCK			
18	RAIN DANCE	WTR	39	ROCK TOMB	RCK			

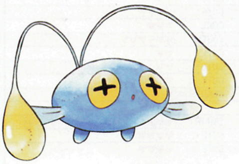
HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
04	STRENGTH	NRM
06	ROCK SMASH	FTG

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	BODY SLAM (BP)	NRM		
ROLLOUT	RCK	DEFENSE CURL (BP)	NRM		
DOUBLE-EDGE	NRM				
EXPLOSION	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
ENDURE (BP)	NRM				
MUD-SLAP (BP)	GRD				

#181 CHINCHOU



TYPE: WATER-ELECTRIC
ABILITY: VOLT ABSORB / ILLUMINATE
EGG: WATER 2
HEIGHT / WEIGHT: 1'8" / 26 lbs.

HP DEFENSE
SPEED SA
ATTACK SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	BUBBLE	WTR	CUTE	♥♥	♥♥
L1	THUNDER WAVE	ELC	COOL	♥♥	♥
L5	SUPERSONIC	NRM	SMART	♥♥♥	
L13	FLAIL	NRM	CUTE	♥	
L17	WATER GUN	WTR	CUTE	♥♥♥♥	
L25	SPARK	ELC	COOL	♥	♥♥♥♥
L29	CONFUSE RAY	GHO	SMART	♥♥♥	
L37	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
L41	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	
L49	CHARGE	ELC	SMART	♥♥	
EG	FLAIL	NRM	CUTE	♥	
EG	SCREECH	NRM	SMART	♥	♥♥♥
EG	AMNESIA	PSY	CUTE	♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	27	RETURN	NRM			
06	TOXIC	PSN	32	DOUBLE TEAM	NRM			
07	HAIL	ICE	34	SHOCK WAVE	ELC			
10	HIDDEN POWER	NRM	42	FACADE	NRM			
13	ICE BEAM	ICE	43	SECRET POWER	NRM			
14	BLIZZARD	ICE	44	REST	PSY			
17	PROTECT	NRM	45	ATTRACT	NRM			
18	RAIN DANCE	WTR						
21	FRUSTRATION	NRM						
24	THUNDERBOLT	ELC						
25	THUNDER	ELC						

HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
05	FLASH	NRM
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ENDURE (BP)	NRM				
THUNDER WAVE (BP)	ELC				

#182 LANTURN

TYPE: WATER-ELECTRIC
ABILITY: VOLT ABSORB / ILLUMINATE
EGG: WATER 2
HEIGHT / WEIGHT: 3'11" / 50 lbs.

HP DEFENSE
SPEED SA
ATTACK SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	BUBBLE	WTR	CUTE	♥♥	♥♥
L1	THUNDER WAVE	ELC	COOL	♥♥	♥
L1	SUPERSONIC	NRM	SMART	♥♥♥	
L5	SUPERSONIC	NRM	SMART	♥♥♥	
L13	FLAIL	NRM	CUTE	♥	
L17	WATER GUN	WTR	CUTE	♥♥♥♥	
L25	SPARK	ELC	COOL	♥	♥♥♥♥
L32	CONFUSE RAY	GHO	SMART	♥♥♥	
L43	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
L50	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	
L61	CHARGE	ELC	SMART	♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	25	THUNDER	ELC			
06	TOXIC	PSN	27	RETURN	NRM			
07	HAIL	ICE	32	DOUBLE TEAM	NRM			
10	HIDDEN POWER	NRM	34	SHOCK WAVE	ELC			
13	ICE BEAM	ICE	42	FACADE	NRM			
14	BLIZZARD	ICE	43	SECRET POWER	NRM			
15	HYPER BEAM	NRM	44	REST	PSY			
17	PROTECT	NRM	45	ATTRACT	NRM			
18	RAIN DANCE	WTR						
21	FRUSTRATION	NRM						
24	THUNDERBOLT	ELC						

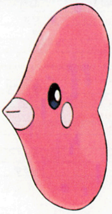
HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
05	FLASH	NRM
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
SNORE (BP)	NRM				
ENDURE (BP)	NRM				
THUNDER WAVE (BP)	ELC				

#183 LUVDISC



TYPE: WATER
ABILITY: SWIFT SWIM
EGG: WATER 2
HEIGHT / WEIGHT: 2'0" / 19 lbs.

HP · DEFENSE · SPEED · SA · ATTACK · SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TACKLE	NRM	TOUGH	♥♥♥♥	
L4	CHARM	NRM	CUTE	♥♥	♥
L12	WATER GUN	WTR	CUTE	♥♥♥♥	
L16	AGILITY	PSY	COOL	♥♥♥	
L24	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
L28	ATTRACT	NRM	CUTE	♥♥	
L36	SWEET KISS	NRM	CUTE	♥♥	
L40	FLAIL	NRM	CUTE	♥	
L48	SAFEGUARD	NRM	BEAUTY	♥	
EG	BOUNCE	FLY			
EG	SUPERSONIC	NRM	SMART	♥♥♥	
EG	WATER SPORT	WTR	CUTE	♥♥♥♥	
EG	MUD SPORT	GRD	CUTE	♥♥♥♥	

EVOLUTION FAMILY

NO EVOLUTION

TM MOVES

TM	ATTACK	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
27	RETURN	NRM
32	DOUBLE TEAM	NRM
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ICY WIND (BP)	ICE
ENDURE (BP)	NRM
PSYCH UP (BP)	NRM
SWIFT (BP)	NRM

#184 HORSEA

TYPE: WATER
ABILITY: SWIFT SWIM
EGG: WATER 1 / DRAGON
HEIGHT / WEIGHT: 1'4" / 18 lbs.

HP · DEFENSE · SPEED · SA · ATTACK · SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	BUBBLE	WTR	CUTE	♥♥	♥♥
L8	SMOKESCREEN	NRM	SMART	♥♥♥	
L15	LEER	NRM	COOL	♥♥♥	
L22	WATER GUN	WTR	CUTE	♥♥♥♥	
L29	TWISTER	DRG	COOL	♥♥♥	
L36	AGILITY	PSY	COOL	♥♥♥	
L43	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	
L50	DRAGON DANCE	DRG	COOL	♥	
EG	FLAIL	NRM	CUTE	♥	
EG	AURORA BEAM	ICE	BEAUTY	♥♥	♥
EG	OCTAZOOKA	WTR	TOUGH	♥♥	♥
EG	DISABLE	NRM	SMART	♥♥	
EG	BOUNCE	FLY			
EG	DRAGON RAGE	DRG	COOL	♥	
EG	DRAGONBREATH	DRG	COOL	♥	♥♥♥

EVOLUTION FAMILY

EVOLVES AT LEVEL 32

SEADRA

TRADE EVOLUTION + DRAGON SCALE

KINGDRA

TM MOVES

TM	ATTACK	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
07	HAIL	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
27	RETURN	NRM
32	DOUBLE TEAM	NRM
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

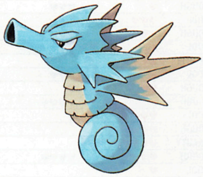
HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ICY WIND (BP)	ICE
ENDURE (BP)	NRM
SWIFT (BP)	NRM

#185 SEADRA



TYPE: WATER
ABILITY: POISON POINT
EGG: WATER 1 / DRAGON
HEIGHT / WEIGHT: 3'11" / 55 lbs.

Stat	Rating	Stat	Rating
HP	■■□□	DEFENSE	■■■□
SPEED	■■■□	SA	■■■□
ATTACK	■■□□	SD	■□□□

HELD-ITEM TRADE EVOLUTION

Seadra will evolve into Kingdra which is a Water-and-Dragon-type with higher Attack and Special Defense stats, if it's traded while holding a Dragon Scale. There aren't many Dragon-types—so the Evolution is a valuable one.

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	BUBBLE	WTR	CUTE	♥♥	♥♥
L1	SMOKESCREEN	NRM	SMART	♥♥♥	
L1	LEER	NRM	COOL	♥♥♥	
L1	WATER GUN	WTR	CUTE	♥♥♥♥	
L8	SMOKESCREEN	NRM	SMART	♥♥♥	
L15	LEER	NRM	COOL	♥♥♥	
L22	WATER GUN	WTR	CUTE	♥♥♥♥	
L29	TWISTER	DRG	COOL	♥♥♥	
L40	AGILITY	PSY	COOL	♥♥♥	
L51	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	
L62	DRAGON DANCE	DRG	COOL	♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	32	DOUBLE TEAM	NRM
06	TOXIC	PSN	42	FACADE	NRM
07	HAIL	ICE	43	SECRET POWER	NRM
10	HIDDEN POWER	NRM	44	REST	PSY
13	ICE BEAM	ICE	45	ATTRACT	NRM
14	BLIZZARD	ICE			
15	HYPER BEAM	NRM			
17	PROTECT	NRM			
18	RAIN DANCE	WTR			
21	FRUSTRATION	NRM			
27	RETURN	NRM			

HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ICE WIND (BP)	ICE
ENDURE (BP)	NRM
SWIFT (BP)	NRM

#186 KINGDRA

TYPE: WATER-DRAGON
ABILITY: SWIFT SWIM
EGG: WATER 1 / DRAGON
HEIGHT / WEIGHT: 5'11" / 335 lbs.

Stat	Rating	Stat	Rating
HP	■■□□	DEFENSE	■■■□
SPEED	■■■□	SA	■■■□
ATTACK	■■■□	SD	■■■□

EVOLUTION FAMILY

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	BUBBLE	WTR	CUTE	♥♥	♥♥
L1	SMOKESCREEN	NRM	SMART	♥♥♥	
L1	LEER	NRM	COOL	♥♥♥	
L1	WATER GUN	WTR	CUTE	♥♥♥♥	
L8	SMOKESCREEN	NRM	SMART	♥♥♥	
L15	LEER	NRM	COOL	♥♥♥	
L22	WATER GUN	WTR	CUTE	♥♥♥♥	
L29	TWISTER	DRG	COOL	♥♥♥	
L40	AGILITY	PSY	COOL	♥♥♥	
L51	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	
L62	DRAGON DANCE	DRG	COOL	♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	32	DOUBLE TEAM	NRM
06	TOXIC	PSN	42	FACADE	NRM
07	HAIL	ICE	43	SECRET POWER	NRM
10	HIDDEN POWER	NRM	44	REST	PSY
13	ICE BEAM	ICE	45	ATTRACT	NRM
14	BLIZZARD	ICE			
15	HYPER BEAM	NRM			
17	PROTECT	NRM			
18	RAIN DANCE	WTR			
21	FRUSTRATION	NRM			
27	RETURN	NRM			

HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE
SWAGGER	NRM
DOUBLE-EDGE	NRM
SLEEP TALK	NRM
SUBSTITUTE	NRM
MIMIC	NRM
SNORE (BP)	NRM
ICE WIND (BP)	ICE
ENDURE (BP)	NRM
SWIFT (BP)	NRM
BODY SLAM (BP)	NRM

#187 BAGON

TYPE: DRAGON
ABILITY: ROCK HEAD
EGG: DRAGON
HEIGHT / WEIGHT: 2'0" / 93 lbs.

HP · DEFENSE · SPEED · SA · ATTACK · SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	RAGE	NRM	COOL	♥♥♥	
L5	BITE	DRK	TOUGH	♥	♥♥♥
L9	LEER	NRM	COOL	♥♥♥	
L17	HEADBUTT	NRM	TOUGH	♥♥	♥♥♥
L21	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
L25	EMBER	FIRE	BEAUTY	♥♥♥♥	
L33	DRAGONBREATH	DRG	COOL	♥	♥♥♥
L37	SCARY FACE	NRM	TOUGH	♥♥	♥
L41	CRUNCH	DRK	TOUGH	♥	♥♥♥♥
L49	DRAGON CLAW	DRG	COOL	♥♥	♥
L53	DOUBLE-EDGE	NRM	TOUGH	♥♥♥♥♥♥	
EG	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	
EG	THRASH	NRM	TOUGH	♥♥♥♥	♥♥♥♥
EG	DRAGON RAGE	DRG	COOL	♥	
EG	TWISTER	DRG	COOL	♥♥♥	
EG	DRAGON DANCE	DRG	COOL	♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
02	DRAGON CLAW	DRG	35	FLAMETHROWER	FIRE			
05	ROAR	NRM	38	FIRE BLAST	FIRE			
06	TOXIC	PSN	39	ROCK TOMB	RCK			
10	HIDDEN POWER	NRM	40	AERIAL ACE	FLY			
11	SUNNY DAY	FIRE	42	FACADE	NRM			
17	PROTECT	NRM	43	SECRET POWER	NRM			
18	RAIN DANCE	WTR	44	REST	PSY			
21	FRUSTRATION	NRM	45	ATTRACT	NRM			
27	RETURN	NRM						
31	BRICK BREAK	FTG						
32	DOUBLE TEAM	NRM						

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
06	ROCK SMASH	RCK

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM				
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
FURY CUTTER	BUG				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
ENDURE (BP)	NRM				
MUD-SLAP (BP)	GRD				
BODY SLAM (BP)	NRM				

#188 SHELGON

TYPE: DRAGON
ABILITY: ROCK HEAD
EGG: DRAGON
HEIGHT / WEIGHT: 3'7" / 244 lbs.

HP · DEFENSE · SPEED · SA · ATTACK · SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	RAGE	NRM	COOL	♥♥♥	
L1	BITE	DRK	TOUGH	♥	♥♥♥
L1	LEER	NRM	COOL	♥♥♥	
L1	HEADBUTT	NRM	TOUGH	♥♥	♥♥♥
L5	BITE	DRK	TOUGH	♥	♥♥♥
L9	LEER	NRM	COOL	♥♥♥	
L17	HEADBUTT	NRM	TOUGH	♥♥	♥♥♥
L21	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
L25	EMBER	FIRE	BEAUTY	♥♥♥♥	
L30	PROTECT	NRM	CUTE	♥	
L38	DRAGONBREATH	DRG	COOL	♥	♥♥♥
L47	SCARY FACE	NRM	TOUGH	♥♥	♥
L56	CRUNCH	DRK	TOUGH	♥	♥♥♥♥
L69	DRAGON CLAW	DRG	COOL	♥♥	♥
L78	DOUBLE-EDGE	NRM	TOUGH	♥♥♥♥♥♥	

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
02	DRAGON CLAW	DRG	35	FLAMETHROWER	FIRE			
05	ROAR	NRM	38	FIRE BLAST	FIRE			
06	TOXIC	PSN	39	ROCK TOMB	RCK			
10	HIDDEN POWER	NRM	40	AERIAL ACE	FLY			
11	SUNNY DAY	FIRE	42	FACADE	NRM			
17	PROTECT	NRM	43	SECRET POWER	NRM			
18	RAIN DANCE	WTR	44	REST	PSY			
21	FRUSTRATION	NRM	45	ATTRACT	NRM			
27	RETURN	NRM						
31	BRICK BREAK	FTG						
32	DOUBLE TEAM	NRM						

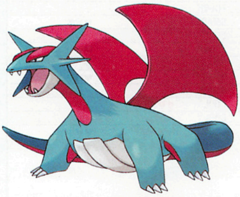
HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
06	ROCK SMASH	RCK

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	BODY SLAM (BP)	NRM		
ROLLOUT	RCK	DEFENSE CURL (BP)	NRM		
DOUBLE-EDGE	NRM				
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
FURY CUTTER	BUG				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
ENDURE (BP)	NRM				
MUD-SLAP (BP)	GRD				

#189 SALAMENCE



- TYPE: DRAGON-FLYING
- ABILITY: INTIMIDATE
- EGG: DRAGON
- HEIGHT / WEIGHT: 4'11" / 226 lbs.

HP	■■■□	DEFENSE	■■□□
SPEED	■■■□	SA	■■■■
ATTACK	■■■■	SD	■■□□

EVOLUTION FAMILY

EVOLVES AT LEVEL 30

SHELGON
EVOLVES AT LEVEL 50

SALAMENCE

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	RAGE	NRM	COOL	♥♥♥	
L1	BITE	DRK	TOUGH	♥	♥♥♥
L1	LEER	NRM	COOL	♥♥♥	
L1	HEADBUTT	NRM	TOUGH	♥♥	♥♥♥
L5	BITE	DRK	TOUGH	♥	♥♥♥
L9	LEER	NRM	COOL	♥♥♥	
L17	HEADBUTT	NRM	TOUGH	♥♥	♥♥♥
L21	FOCUS ENERGY	NRM	COOL	♥	♥♥♥
L25	EMBER	FIRE	BEAUTY	♥♥♥♥	
L30	PROTECT	NRM	CUTE	♥	
L38	DRAGONBREATH	DRG	COOL	♥	♥♥♥
L47	SCARY FACE	NRM	TOUGH	♥♥	♥
L50	FLY	FLY	SMART	♥	
L61	CRUNCH	DRK	TOUGH	♥	♥♥♥♥
L79	DRAGON CLAW	DRG	COOL	♥♥	♥
L93	DOUBLE-EDGE	NRM	TOUGH	♥♥♥♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
02	DRAGON CLAW	DRG	27	RETURN	NRM	47	STEEL WING	STL
05	ROAR	NRM	31	BRICK BREAK	FTG			
06	TOXIC	PSN	32	DOUBLE TEAM	NRM			
10	HIDDEN POWER	NRM	35	FLAMETHROWER	FIRE			
11	SUNNY DAY	FIRE	38	FIRE BLAST	FIRE			
15	HYPER BEAM	NRM	39	ROCK TOMB	RCK			
17	PROTECT	NRM	40	AERIAL ACE	FLY			
18	RAIN DANCE	WTR	42	FACADE	NRM			
21	FRUSTRATION	NRM	43	SECRET POWER	NRM			
23	IRON TAIL	STL	44	REST	PSY			
26	EARTHQUAKE	GRD	45	ATTRACT	NRM			

HM MOVES

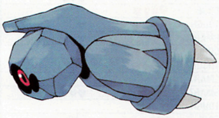
HM	ATTACK	TYPE
01	CUT	NRM
02	FLY	FLY
04	STRENGTH	NRM
06	ROCK SMASH	RCK

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	MUD-SLAP (BP)	GRD		
ROLLOUT	RCK	BODY SLAM (BP)	NRM		
DOUBLE-EDGE	NRM	DEFENSE CURL (BP)	NRM		
SLEEP TALK	NRM				
SUBSTITUTE	NRM				
MIMIC	NRM				
FURY CUTTER	BUG				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
ENDURE (BP)	NRM				
SWIFT (BP)	NRM				

#189 SALAMENCE

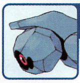
#190 BELDUM



- TYPE: STEEL-PSYCHIC
- ABILITY: CLEAR BODY
- EGG: GENDER UNKNOWN
- HEIGHT / WEIGHT: 2'0" / 210 lbs.

HP	■□□□	DEFENSE	■■□□
SPEED	■□□□	SA	■□□□
ATTACK	■■□□	SD	■■□□

EVOLUTION FAMILY


EVOLVES AT LEVEL 20

METANG
EVOLVES AT LEVEL 45

METAGROSS

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE

HM MOVES

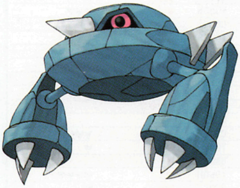
HM	ATTACK	TYPE

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE

#190 BELDUM

#191 METANG



TYPE: STEEL-PSYCHIC
ABILITY: CLEAR BODY
EGG: GENDER UNKNOWN
HEIGHT / WEIGHT: 3'11" / 447 lbs.

HP · DEFENSE · SPEED · SA · ATTACK · SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
L20	CONFUSION	PSY	SMART	♥♥	♥♥♥
L20	METAL CLAW	STL	COOL	♥♥♥♥	
L26	SCARY FACE	NRM	TOUGH	♥♥	♥
L32	PURSUIT	DRK	SMART	♥♥	♥
L38	PSYCHIC	PSY	SMART	♥	♥♥♥
L44	IRON DEFENSE	STL	TOUGH	♥	
L50	METEOR MASH	STL	COOL	♥♥	
L56	AGILITY	PSY	COOL	♥♥♥	
L62	HYPER BEAM	NRM	COOL	♥♥♥♥	♥♥♥♥

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	30	SHADOW BALL	GHO			
10	HIDDEN POWER	NRM	31	BRICK BREAK	FTG			
11	SUNNY DAY	FIRE	32	DOUBLE TEAM	NRM			
15	HYPER BEAM	NRM	33	REFLECT	PSY			
16	LIGHT SCREEN	PSY	36	SLUDGE BOMB	PSN			
17	PROTECT	NRM	37	SANDSTORM	RCK			
18	RAIN DANCE	WTR	39	ROCK TOMB	RCK			
21	FRUSTRATION	NRM	40	AERIAL ACE	FLY			
26	EARTHQUAKE	GRD	42	FACADE	NRM			
27	RETURN	NRM	43	SECRET POWER	NRM			
29	PSYCHIC	PSY	44	REST	PSY			

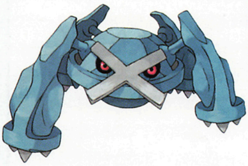
HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	RCK

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	THUNDERPUNCH (BP)	ELC		
ROLLOUT	RCK	ICY WIND (BP)	ICE		
DOUBLE-EDGE	NRM	ENDURE (BP)	NRM		
EXPLOSION	NRM	PSYCH UP (BP)	NRM		
SLEEP TALK	NRM	SWIFT (BP)	NRM		
DYNAMICPUNCH	FTG	MUD-SLAP (BP)	GRD		
SUBSTITUTE	NRM	BODY SLAM (BP)	NRM		
MIMIC	NRM	DEFENSE CURL (BP)	NRM		
FURY CUTTER	BUG	ICE PUNCH (BP)	ICE		
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				

#192 METAGROSS



TYPE: STEEL-PSYCHIC
ABILITY: CLEAR BODY
EGG: GENDER UNKNOWN
HEIGHT / WEIGHT: 5'3" / 1213 lbs.

HP · DEFENSE · SPEED · SA · ATTACK · SD

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TAKE DOWN	NRM	TOUGH	♥♥♥♥♥♥	
L1	CONFUSION	PSY	SMART	♥♥	♥♥♥
L1	METAL CLAW	STL	COOL	♥♥♥♥	
L1	SCARY FACE	NRM	TOUGH	♥♥	♥
L20	CONFUSION	PSY	SMART	♥♥	♥♥♥
L20	METAL CLAW	STL	COOL	♥♥♥♥	
L26	SCARY FACE	NRM	TOUGH	♥♥	♥
L32	PURSUIT	DRK	SMART	♥♥	♥
L38	PSYCHIC	PSY	SMART	♥	♥♥♥
L44	IRON DEFENSE	STL	TOUGH	♥	
L55	METEOR MASH	STL	COOL	♥♥	
L66	AGILITY	PSY	COOL	♥♥♥	
L77	HYPER BEAM	NRM	COOL	♥♥♥♥	♥♥♥♥

EVOLUTION FAMILY

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
06	TOXIC	PSN	30	SHADOW BALL	GHO			
10	HIDDEN POWER	NRM	31	BRICK BREAK	FTG			
11	SUNNY DAY	FIRE	32	DOUBLE TEAM	NRM			
15	HYPER BEAM	NRM	33	REFLECT	PSY			
16	LIGHT SCREEN	PSY	36	SLUDGE BOMB	PSN			
17	PROTECT	NRM	37	SANDSTORM	RCK			
18	RAIN DANCE	WTR	39	ROCK TOMB	RCK			
21	FRUSTRATION	NRM	40	AERIAL ACE	FLY			
26	EARTHQUAKE	GRD	42	FACADE	NRM			
27	RETURN	NRM	43	SECRET POWER	NRM			
29	PSYCHIC	PSY	44	REST	PSY			

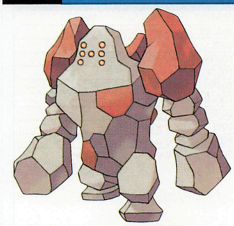
HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	RCK

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	THUNDERPUNCH (BP)	ELC		
ROLLOUT	RCK	ICY WIND (BP)	ICE		
DOUBLE-EDGE	NRM	ENDURE (BP)	NRM		
EXPLOSION	NRM	PSYCH UP (BP)	NRM		
SLEEP TALK	NRM	SWIFT (BP)	NRM		
DYNAMICPUNCH	FTG	MUD-SLAP (BP)	GRD		
SUBSTITUTE	NRM	BODY SLAM (BP)	NRM		
MIMIC	NRM	DEFENSE CURL (BP)	NRM		
FURY CUTTER	BUG	ICE PUNCH (BP)	ICE		
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				

#193 REGIROCK



TYPE: ROCK
ABILITY: CLEAR BODY
EGG: NONE
HEIGHT / WEIGHT: 5'7" / 507 lbs.

HP ■■□□ DEFENSE ■■■■
SPEED ■□□□ SA ■□□□
ATTACK ■■■□ SD ■■■□

EVOLUTION FAMILY

NO EVOLUTION

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	EXPLOSION	NRM	BEAUTY	♥♥♥♥♥♥♥♥	
L9	ROCK THROW	RCK	TOUGH	♥♥	
L17	CURSE	?	TOUGH	♥♥♥	
L25	SUPERPOWER	FTG	TOUGH	♥♥♥♥♥♥	
L33	ANCIENTPOWER	RCK	TOUGH	♥	
L41	IRON DEFENSE	STL	TOUGH	♥	
L49	ZAP CANNON	ELC	COOL	♥♥♥♥	
L57	LOCK-ON	NRM	SMART	♥♥♥	
L65	HYPER BEAM	NRM	COOL	♥♥♥♥	♥♥♥♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	27	RETURN	NRM
06	TOXIC	PSN	28	DIG	GRD
10	HIDDEN POWER	NRM	31	BRICK BREAK	FTG
11	SUNNY DAY	FIRE	32	DOUBLE TEAM	NRM
15	HYPER BEAM	NRM	34	SHOCK WAVE	ELC
17	PROTECT	NRM	37	SANDSTORM	RCK
20	SAFEGUARD	NRM	39	ROCK TOMB	RCK
21	FRUSTRATION	NRM	42	FACADE	NRM
24	THUNDERBOLT	ELC	43	SECRET POWER	NRM
25	THUNDER	ELC	44	REST	PSY
26	EARTHQUAKE	GRD			

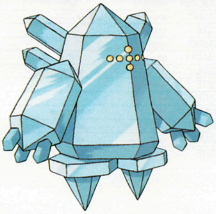
HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	RCK

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	THUNDERPUNCH (BP)	ELC	ICE PUNCH (BP)	ICE
ROLLOUT	RCK	ENDURE (BP)	NRM		
DOUBLE-EDGE	NRM	PSYCH UP (BP)	NRM		
EXPLOSION	NRM	SEISMIC TOSS (BP)	FTG		
SLEEP TALK	NRM	THUNDER WAVE (BP)	ELC		
DYNAMICPUNCH	FTG	MUD-SLAP (BP)	GRD		
SUBSTITUTE	NRM	BODY SLAM (BP)	NRM		
MIMIC	NRM	FIRE PUNCH (BP)	FIRE		
SNORE (BP)	NRM	DEFENSE CURL (BP)	NRM		
ROCK SLIDE (BP)	RCK	MEGA KICK (BP)	NRM		
COUNTER (BP)	FTG	MEGA PUNCH (BP)	NRM		

#194 REGICE



TYPE: ICE
ABILITY: CLEAR BODY
EGG: NONE
HEIGHT / WEIGHT: 5'11" / 386 lbs.

HP ■■□□ DEFENSE ■■■□
SPEED ■□□□ SA ■■■□
ATTACK ■□□□ SD ■■■■

EVOLUTION FAMILY

NO EVOLUTION

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	EXPLOSION	NRM	BEAUTY	♥♥♥♥♥♥♥♥	
L9	ICY WIND	ICE	BEAUTY	♥	♥♥♥
L17	CURSE	?	TOUGH	♥♥♥	
L25	SUPERPOWER	FTG	TOUGH	♥♥♥♥♥♥	
L33	ANCIENTPOWER	RCK	TOUGH	♥	
L41	AMNESIA	PSY	CUTE	♥	
L49	ZAP CANNON	ELC	COOL	♥♥♥♥	
L57	LOCK-ON	NRM	SMART	♥♥♥	
L65	HYPER BEAM	NRM	COOL	♥♥♥♥	♥♥♥♥

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	FTG	24	THUNDERBOLT	ELC
06	TOXIC	PSN	25	THUNDER	ELC
07	HAIL	ICE	26	EARTHQUAKE	GRD
10	HIDDEN POWER	NRM	27	RETURN	NRM
13	ICE BEAM	ICE	31	BRICK BREAK	FTG
14	BLIZZARD	ICE	32	DOUBLE TEAM	NRM
15	HYPER BEAM	NRM	34	SHOCK WAVE	ELC
17	PROTECT	NRM	42	FACADE	NRM
18	RAIN DANCE	WTR	43	SECRET POWER	NRM
20	SAFEGUARD	NRM	44	REST	PSY
21	FRUSTRATION	NRM			

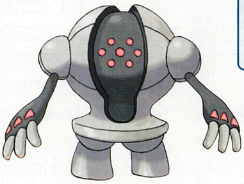
HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	RCK

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	THUNDERPUNCH (BP)	ELC	ICE PUNCH (BP)	ICE
ROLLOUT	RCK	ICY WIND (BP)	ICE		
DOUBLE-EDGE	NRM	ENDURE (BP)	NRM		
EXPLOSION	NRM	PSYCH UP (BP)	NRM		
SLEEP TALK	NRM	SEISMIC TOSS (BP)	FTG		
DYNAMICPUNCH	FTG	THUNDER WAVE (BP)	ELC		
SUBSTITUTE	NRM	MUD-SLAP (BP)	GRD		
MIMIC	NRM	BODY SLAM (BP)	NRM		
SNORE (BP)	NRM	DEFENSE CURL (BP)	NRM		
ROCK SLIDE (BP)	RCK	MEGA KICK (BP)	NRM		
COUNTER (BP)	FTG	MEGA PUNCH (BP)	NRM		

#195 REGISTEEL



TYPE: STEEL
ABILITY: CLEAR BODY
EGG: NONE
HEIGHT / WEIGHT: 6'3" / 452 lbs.

HP	■■□□	DEFENSE	■■■■
SPEED	■□□□	SA	■■□□
ATTACK	■■□□	SD	■■■■

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	EXPLOSION	NRM	BEAUTY	♥♥♥♥♥♥♥♥	
L9	METAL CLAW	STL	COOL	♥♥♥♥	
L17	CURSE	?	TOUGH	♥♥♥	
L25	SUPERPOWER	FTG	TOUGH	♥♥♥♥♥♥	
L33	ANCIENTPOWER	RCK	TOUGH	♥	
L41	IRON DEFENSE	STL	TOUGH	♥	
L41	AMNESIA	PSY	CUTE	♥	
L49	ZAP CANNON	ELC	COOL	♥♥♥♥	
L57	LOCK-ON	NRM	SMART	♥♥♥	
L65	HYPER BEAM	NRM	COOL	♥♥♥♥	♥♥♥♥

EVOLUTION FAMILY

NO EVOLUTION

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	NRM	26	EARTHQUAKE	GRD			
06	TOXIC	PSN	27	RETURN	NRM			
10	HIDDEN POWER	NRM	31	BRICK BREAK	FTG			
11	SUNNY DAY	FIRE	32	DOUBLE TEAM	NRM			
15	HYPER BEAM	NRM	34	SHOCK WAVE	ELC			
17	PROTECT	NRM	37	SANDSTORM	RCK			
18	RAIN DANCE	WTR	39	ROCK TOMB	RCK			
20	SAFEGUARD	NRM	40	AERIAL ACE	FLY			
21	FRUSTRATION	NRM	42	FACADE	NRM			
24	THUNDERBOLT	ELC	43	SECRET POWER	NRM			
25	THUNDER	ELC	44	REST	PSY			

HM MOVES

HM	ATTACK	TYPE
04	STRENGTH	NRM
06	ROCK SMASH	RCK

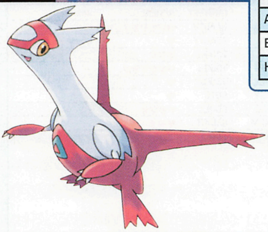
LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	THUNDERPUNCH (BP)	ELC		
ROLLOUT	RCK	ENDURE (BP)	NRM		
DOUBLE-EDGE	NRM	PSYCH UP (BP)	NRM		
EXPLOSION	NRM	SEISMIC TOSS (BP)	FTG		
SLEEP TALK	NRM	THUNDER WAVE (BP)	ELC		
DYNAMICPUNCH	FTG	MUD-SLAP (BP)	GRD		
SUBSTITUTE	NRM	BODY SLAM (BP)	NRM		
MIMIC	NRM	DEFENSE CURL (BP)	NRM		
SNORE (BP)	NRM	MEGA KICK (BP)	NRM		
ROCK SLIDE (BP)	RCK	MEGA PUNCH (BP)	NRM		
COUNTER (BP)	FTG	ICE PUNCH (BP)	ICE		

#195

REGISTEEL

#196 LATIAS



TYPE: DRAGON-PSYCHIC
ABILITY: LEVITATE
EGG: NONE
HEIGHT / WEIGHT: 4'7" / 88 lbs.

HP	■■□□	DEFENSE	■■■□
SPEED	■■■■	SA	■■■■
ATTACK	■■□□	SD	■■■■

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	PSYWAVE	PSY	SMART	♥♥	♥
L5	WISH	NRM	CUTE	♥♥♥	
L10	HELPING HAND	NRM	SMART	♥♥	
L15	SAFEGUARD	NRM	BEAUTY	♥	
L20	DRAGONBREATH	DRG	COOL	♥	♥♥♥
L25	WATER SPORT	WTR	CUTE	♥♥♥♥	
L30	REFRESH	NRM	CUTE	♥	
L35	MIST BALL	PSY	SMART	♥	♥♥♥♥
L40	PSYCHIC	PSY	SMART	♥	♥♥♥
L45	RECOVER	NRM	SMART	♥♥	♥
L50	CHARM	NRM	CUTE	♥♥	♥

EVOLUTION FAMILY

NO EVOLUTION

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
02	DRAGON CLAW	DRG	18	RAIN DANCE	WTR	33	REFLECT	PSY
03	WATER PULSE	WTR	20	SAFEGUARD	NRM	34	SHOCK WAVE	ELC
04	CALM MIND	PSY	21	FRUSTRATION	NRM	37	SANDSTORM	RCK
05	ROAR	NRM	22	SOLARBEAM	GRS	40	AERIAL ACE	FLY
06	TOXIC	PSN	24	THUNDERBOLT	ELC	42	FACADE	NRM
10	HIDDEN POWER	NRM	25	THUNDER	ELC	43	SECRET POWER	NRM
11	SUNNY DAY	FIRE	26	EARTHQUAKE	GRD	44	REST	PSY
13	ICE BEAM	ICE	27	RETURN	NRM	45	ATTRACT	NRM
15	HYPER BEAM	NRM	29	PSYCHIC	PSY	47	STEEL WING	STL
16	LIGHT SCREEN	PSY	30	SHADOW BALL	GHO			
17	PROTECT	NRM	32	DOUBLE TEAM	NRM			

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
02	FLY	FLY
03	SURF	WTR
05	FLASH	NRM
07	WATERFALL	WTR
08	DIVE	WTR

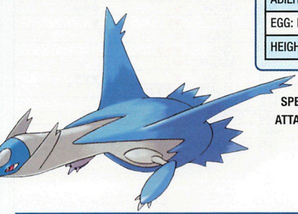
LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	THUNDER WAVE (BP)	ELC		
DOUBLE-EDGE	NRM	MUD-SLAP (BP)	GRD		
SLEEP TALK	NRM	BODY SLAM (BP)	NRM		
SUBSTITUTE	NRM	DREAM EATER (BP)	PSY		
MIMIC	NRM				
FURY CUTTER	BUG				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
SWIFT (BP)	NRM				

#196

LATIAS

#197 LATIOS



TYPE: DRAGON-PSYCHIC
ABILITY: LEVITATE
EGG: NONE
HEIGHT / WEIGHT: 6'7" / 132 lbs.

HP ■■■□□ DEFENSE ■■□□
SPEED ■■■■ SA ■■■■
ATTACK ■■■□ SD ■■■■

EVOLUTION FAMILY

NO EVOLUTION

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	PSYWAVE	PSY	SMART	♥♥	♥
L5	MEMENTO	DRK	TOUGH	♥♥♥♥♥♥♥♥	
L10	HELPING HAND	NRM	SMART	♥♥	
L15	SAFEGUARD	NRM	BEAUTY	♥	
L20	DRAGONBREATH	DRG	COOL	♥	♥♥♥
L25	PROTECT	NRM	CUTE	♥	
L30	REFRESH	NRM	CUTE	♥	
L35	LUSTER PURGE	PSY	SMART	♥♥	♥♥♥
L40	PSYCHIC	PSY	SMART	♥	♥♥♥
L45	RECOVER	NRM	SMART	♥♥	♥
L50	DRAGON DANCE	DRG	COOL	♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
02	DRAGON CLAW	DRG	18	RAIN DANCE	WTR	33	REFLECT	PSY
03	WATER PULSE	WTR	20	SAFEGUARD	NRM	34	SHOCK WAVE	ELC
04	CALM MIND	PSY	21	FRUSTRATION	NRM	37	SANDSTORM	RCK
05	ROAR	NRM	22	SOLARBEAM	GRS	40	AERIAL ACE	FLY
06	TOXIC	PSN	24	THUNDERBOLT	ELC	42	FACADE	NRM
10	HIDDEN POWER	NRM	25	THUNDER	ELC	43	SECRET POWER	NRM
11	SUNNY DAY	FIRE	26	EARTHQUAKE	GRD	44	REST	PSY
13	ICE BEAM	ICE	27	RETURN	NRM	45	ATTRACT	NRM
15	HYPER BEAM	NRM	29	PSYCHIC	PSY	47	STEEL WING	STL
16	LIGHT SCREEN	PSY	30	SHADOW BALL	GHO			
17	PROTECT	NRM	32	DOUBLE TEAM	NRM			

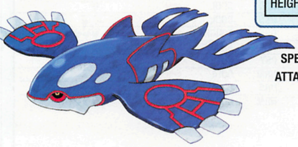
HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
02	FLY	FLY
03	SURF	WTR
05	FLASH	NRM
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	THUNDER WAVE (BP)	ELC		
DOUBLE-EDGE	NRM	MUD-SLAP (BP)	GRD		
SLEEP TALK	NRM	BODY SLAM (BP)	NRM		
SUBSTITUTE	NRM	DREAM EATER (BP)	PSY		
MIMIC	NRM				
FURY CUTTER	BUG				
SNORE (BP)	NRM				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
SWIFT (BP)	NRM				

#198 KYOGRE



TYPE: WATER
ABILITY: DRIZZLE
EGG: NONE
HEIGHT / WEIGHT: 14'9" / 776 lbs.

HP ■■■□ DEFENSE ■■■□
SPEED ■■■□ SA ■■■■
ATTACK ■■■□ SD ■■■■

EVOLUTION FAMILY

NO EVOLUTION

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	WATER PULSE	WTR	BEAUTY	♥♥♥	
L5	SCARY FACE	NRM	TOUGH	♥♥	♥
L15	ANCIENTPOWER	RCK	TOUGH	♥	
L20	BODY SLAM	NRM	TOUGH	♥	♥♥♥♥
L30	CALM MIND	PSY	SMART	♥♥	
L35	ICE BEAM	ICE	BEAUTY	♥♥	♥
L45	HYDRO PUMP	WTR	BEAUTY	♥♥♥♥	
L50	REST	PSY	CUTE	♥♥	
L60	SHEER COLD	ICE	BEAUTY	♥♥	♥
L65	DOUBLE-EDGE	NRM	TOUGH	♥♥♥♥♥♥	
L75	WATER SPOUT	WTR	BEAUTY	♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	20	SAFEGUARD	NRM	43	SECRET POWER	NRM
04	CALM MIND	PSY	21	FRUSTRATION	NRM	44	REST	PSY
05	ROAR	NRM	24	THUNDERBOLT	ELC			
06	TOXIC	PSN	25	THUNDER	ELC			
07	HAIL	ICE	26	EARTHQUAKE	GRD			
10	HIDDEN POWER	NRM	27	RETURN	NRM			
13	ICE BEAM	ICE	31	BRICK BREAK	RCK			
14	BLIZZARD	ICE	32	DOUBLE TEAM	NRM			
15	HYPER BEAM	NRM	34	SHOCK WAVE	ELC			
17	PROTECT	NRM	39	ROCK TOMB	RCK			
18	RAIN DANCE	WTR	42	FACADE	NRM			

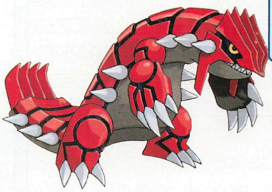
HM MOVES

HM	ATTACK	TYPE
03	SURF	WTR
04	STRENGTH	NRM
06	ROCK SMASH	RCK
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	THUNDER WAVE (BP)	ELC		
DOUBLE-EDGE	NRM	MUD-SLAP (BP)	GRD		
SLEEP TALK	NRM	BODY SLAM (BP)	NRM		
SUBSTITUTE	NRM	DEFENSE CURL (BP)	NRM		
MIMIC	NRM				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				
SWIFT (BP)	NRM				

#199 GROUDON



TYPE: GROUND
ABILITY: DROUGHT
EGG: NONE
HEIGHT / WEIGHT: 11'6" / 2095 lbs.

HP	■■■□	DEFENSE	■■■■
SPEED	■■■□	SA	■■■□
ATTACK	■■■■	SD	■■■□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	MUD SHOT	GRD	TOUGH	♥	♥♥♥
L5	SCARY FACE	NRM	TOUGH	♥♥	♥
L15	ANCIENTPOWER	RCK	TOUGH	♥	
L20	SLASH	NRM	COOL	♥♥♥	
L30	BULK UP	FTG	BEAUTY	♥	
L35	EARTHQUAKE	GRD	TOUGH	♥	♥♥♥
L45	FIRE BLAST	FIRE	BEUATY	♥♥♥♥	
L50	REST	PSY	CUTE	♥♥	
L60	FISSURE	GRD	TOUGH	♥♥	♥
L65	SOLARBEAM	GRS	COOL	♥♥♥♥	
L75	ERUPTION	FIRE	BEAUTY	♥	

EVOLUTION FAMILY

NO EVOLUTION

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
02	DRAGON CLAW	DRG	23	IRON TAIL	STL	38	FIRE BLAST	FIRE
05	ROAR	NRM	24	THUNDERBOLT	ELC	39	ROCK TOMB	RCK
06	TOXIC	PSN	25	THUNDER	ELC	40	AERIAL ACE	FLY
08	BULK UP	FTG	26	EARTHQUAKE	GRD	42	FACADE	NRM
10	HIDDEN POWER	NRM	27	RETURN	NRM	43	SECRET POWER	NRM
11	SUNNY DAY	FIRE	28	DIG	GRD	44	REST	PSY
15	HYPER BEAM	NRM	31	BRICK BREAK	FTG	50	OVERHEAT	FIRE
17	PROTECT	NRM	32	DOUBLE TEAM	NRM			
20	SAFEGUARD	NRM	34	SHOCK WAVE	ELC			
21	FRUSTRATION	NRM	35	FLAMETHROWER	FIRE			
22	SOLARBEAM	GRS	37	SANDSTORM	RCK			

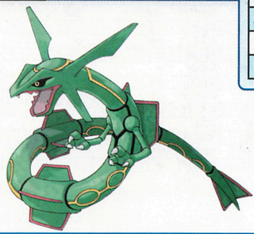
HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
06	ROCK SMASH	RCK

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	THUNDERPUNCH (BP)	ELC	MEGA PUNCH (BP)	NRM
ROLLOUT	RCK	ENDURE (BP)	NRM	SWORDS DANCE (BP)	NRM
DOUBLE-EDGE	NRM	PSYCH UP (BP)	NRM		
SLEEP TALK	NRM	SWIFT (BP)	NRM		
DYNAMICPUNCH	FTG	SEISMIC TOSS (BP)	FTG		
SUBSTITUTE	NRM	THUNDER WAVE (BP)	ELC		
MIMIC	NRM	MUD-SLAP (BP)	GRD		
FURY CUTTER	BUG	BODY SLAM (BP)	NRM		
SNORE (BP)	NRM	FIRE PUNCH (BP)	FIRE		
ROCK SLIDE (BP)	RCK	DEFENSE CURL (BP)	NRM		
COUNTER (BP)	FTG	MEGA KICK (BP)	NRM		

#200 RAYQUAZA



TYPE: DRAGON-FLYING
ABILITY: AIR LOCK
EGG: NONE
HEIGHT / WEIGHT: 23'0" / 455 lbs.

HP	■■■□	DEFENSE	■■■□
SPEED	■■■□	SA	■■■■
ATTACK	■■■■	SD	■■■□

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	TWISTER	DRG	COOL	♥♥♥	
L5	SCARY FACE	NRM	TOUGH	♥♥	♥
L15	ANCIENTPOWER	RCK	TOUGH	♥	
L20	DRAGON CLAW	DRG	COOL	♥♥	♥
L30	DRAGON DANCE	DRG	COOL	♥	
L35	CRUNCH	DRK	TOUGH	♥	♥♥♥♥
L45	FLY	FLY	SMART	♥	
L50	REST	PSY	CUTE	♥♥	
L60	EXTREMESPEED	NRM	COOL	♥♥♥	
L65	OUTRAGE	DRG	COOL	♥♥♥♥	♥♥♥♥
L75	HYPER BEAM	NRM	COOL	♥♥♥♥	♥♥♥♥

EVOLUTION FAMILY

NO EVOLUTION

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
02	DRAGON CLAW	DRG	18	RAIN DANCE	WTR	35	FLAMETHROWER	FIRE
03	WATER PULSE	WTR	21	FRUSTRATION	NRM	37	SANDSTORM	RCK
05	ROAR	NRM	22	SOLARBEAM	GRS	38	FIRE BLAST	FIRE
06	TOXIC	PSN	23	IRON TAIL	STL	40	AERIAL ACE	FLY
08	BULK UP	FTG	24	THUNDERBOLT	ELC	42	FACADE	NRM
10	HIDDEN POWER	NRM	25	THUNDER	ELC	43	SECRET POWER	NRM
11	SUNNY DAY	FIRE	26	EARTHQUAKE	GRD	44	REST	PSY
13	ICE BEAM	ICE	27	RETURN	NRM	50	OVERHEAT	FIRE
14	BLIZZARD	ICE	31	BRICK BREAK	FTG			
15	HYPER BEAM	NRM	32	DOUBLE TEAM	NRM			
17	PROTECT	NRM	34	SHOCK WAVE	ELC			

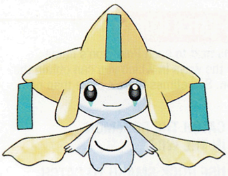
HM MOVES

HM	ATTACK	TYPE
02	FLY	FLY
03	SURF	WTR
04	STRENGTH	NRM
06	ROCK SMASH	RCK
07	WATERFALL	WTR
08	DIVE	WTR

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	SWIFT (BP)	NRM		
DOUBLE-EDGE	NRM	THUNDER WAVE (BP)	ELC		
SLEEP TALK	NRM	MUD-SLAP (BP)	GRD		
SUBSTITUTE	NRM	BODY SLAM (BP)	NRM		
MIMIC	NRM				
FURY CUTTER	BUG				
SNORE (BP)	NRM				
ROCK SLIDE (BP)	RCK				
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				
PSYCH UP (BP)	NRM				

#201 JIRACHI



TYPE: STEEL-PSYCHIC
ABILITY: SERENE GRACE
EGG: NONE
HEIGHT / WEIGHT: 1'0" / 2 lbs.

HP / SPEED / ATTACK / DEFENSE / SA / SD

UNUSUAL EVOLUTION

Trainers have been able to acquire Legendary Jirachi only through the Pokémon Colosseum Pre-Sale Disc for the Nintendo GameCube.

EVOLUTION FAMILY

NO EVOLUTION

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	WISH	NRM	CUTE	♥♥♥	
L1	CONFUSION	PSY	SMART	♥♥	♥♥♥
L5	REST	PSY	CUTE	♥♥	
L10	SWIFT	NRM	COOL	♥♥	
L15	HELPING HAND	NRM	SMART	♥♥	
L20	PSYCHIC	PSY	SMART	♥	♥♥♥
L25	REFRESH	NRM	CUTE	♥	
L30	REST	PSY	CUTE	♥♥	
L35	DOUBLE-EDGE	NRM	TOUGH	♥♥♥♥♥♥	
L40	FUTURE SIGHT	PSY	SMART	♥♥♥	
L45	COSMIC POWER	PSY	COOL	♥	
L50	DOOM DESIRE	STL	COOL	♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
03	WATER PULSE	WTR	24	THUNDERBOLT	ELC	43	SECRET POWER	NRM
04	CALM MIND	PSY	25	THUNDER	ELC	44	REST	PSY
06	TOXIC	PSN	27	RETURN	NRM	48	SKILL SWAP	PSY
10	HIDDEN POWER	NRM	29	PSYCHIC	PSY			
11	SUNNY DAY	FIRE	30	SHADOW BALL	GHO			
15	HYPER BEAM	NRM	32	DOUBLE TEAM	NRM			
16	LIGHT SCREEN	PSY	33	REFLECT	PSY			
17	PROTECT	NRM	34	SHOCK WAVE	ELC			
18	RAIN DANCE	WTR	37	SANDSTORM	RCK			
20	SAFEGUARD	NRM	40	AERIAL ACE	FLY			
21	FRUSTRATION	NRM	42	FACADE	NRM			

HM MOVES

HM	ATTACK	TYPE
05	FLASH	NRM

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	PSYCH UP (BP)	NRM		
DOUBLE-EDGE	NRM	SWIFT (BP)	NRM		
SLEEP TALK	NRM	THUNDER WAVE (BP)	ELC		
DYNAMICPUNCH	FTG	MUD-SLAP (BP)	GRD		
SUBSTITUTE	NRM	BODY SLAM (BP)	NRM		
MIMIC	NRM	FIRE PUNCH (BP)	FIRE		
METRONOME	NRM	DEFENSE CURL (BP)	NRM		
SNORE (BP)	NRM	DREAM EATER (BP)	PSY		
THUNDERPUNCH (BP)	ELC	ICE PUNCH (BP)	ICE		
ICY WIND (BP)	ICE				
ENDURE (BP)	NRM				

#202 DEOXYS

TYPE: PSYCHIC
ABILITY: PRESSURE
EGG: NONE
HEIGHT / WEIGHT: 5'7" / 134 lbs.

HP / SPEED / ATTACK / DEFENSE / SA / SD

UNUSUAL EVOLUTION

You cannot catch Deoxys in the wild in Pokémon Emerald. However, if you bring Deoxys into Emerald, it will transform into Speed Forme. Speed-Forme Deoxys is incredibly fast—under normal conditions, it will attack first nearly every round.

EVOLUTION FAMILY

NO EVOLUTION

LEVEL-UP, EGG MOVES AND CONTEST EQUIVALENT

LEVEL	ATTACK	TYPE	CONTEST	APPEAL	JAM
L1	LEER	NRM	COOL	♥♥♥	
L1	WRAP	NRM	TOUGH	♥♥♥	
L5	NIGHT SHADE	GHO	SMART	♥♥	♥
L10	DOUBLE TEAM	NRM	COOL	♥♥	
L15	KNOCK OFF	DRK	SMART	♥	♥♥♥♥
L20	PURSUIT	DRK	SMART	♥♥	♥
L25	PSYCHIC	PSY	SMART	♥	♥♥♥
L30	SWIFT	NRM	COOL	♥♥	
L35	AGILITY	PSY	COOL	♥♥♥	
L40	RECOVER	NRM	SMART	♥♥	♥
L45	PSYCHO BOOST	PSY	SMART	♥♥♥♥♥♥	
L50	EXTREMESPEED	NRM	COOL	♥♥♥	

TM MOVES

TM	ATTACK	TYPE	TM	ATTACK	TYPE	TM	ATTACK	TYPE
01	FOCUS PUNCH	NRM	18	RAIN DANCE	WTR	33	REFLECT	PSY
03	WATER PULSE	WTR	20	SAFEGUARD	NRM	34	SHOCK WAVE	ELC
04	CALM MIND	PSY	21	FRUSTRATION	NRM	39	ROCK TOMB	RCK
06	TOXIC	PSN	22	SOLARBEAM	GRS	40	AERIAL ACE	FLY
10	HIDDEN POWER	NRM	24	THUNDERBOLT	ELC	41	TORMENT	DRK
11	SUNNY DAY	FIRE	25	THUNDER	ELC	42	FACADE	NRM
12	TAUNT	DRK	27	RETURN	NRM	43	SECRET POWER	NRM
13	ICE BEAM	ICE	29	PSYCHIC	PSY	44	REST	PSY
15	HYPER BEAM	NRM	30	SHADOW BALL	GHO	48	SKILL SWAP	PSY
16	LIGHT SCREEN	PSY	31	BRICK BREAK	RCK	49	SNATCH	DRK
17	PROTECT	NRM	32	DOUBLE TEAM	NRM			

HM MOVES

HM	ATTACK	TYPE
01	CUT	NRM
04	STRENGTH	NRM
05	FLASH	NRM
06	ROCK SMASH	RCK

LEARNED MOVES AND BP LEARNED MOVES

ATTACK	TYPE	ATTACK	TYPE	ATTACK	TYPE
SWAGGER	NRM	ENDURE (BP)	NRM	ICE PUNCH (BP)	ICE
DOUBLE-EDGE	NRM	PSYCH UP (BP)	NRM		
SLEEP TALK	NRM	SWIFT (BP)	NRM		
DYNAMICPUNCH	FTG	SEISMIC TOSS (BP)	FTG		
SUBSTITUTE	NRM	THUNDER WAVE (BP)	ELC		
MIMIC	NRM	MUD-SLAP (BP)	GRD		
SNORE (BP)	NRM	BODY SLAM (BP)	NRM		
ROCK SLIDE (BP)	RCK	FIRE PUNCH (BP)	FIRE		
COUNTER (BP)	FTG	MEGA KICK (BP)	NRM		
THUNDERPUNCH (BP)	ELC	MEGA PUNCH (BP)	NRM		
ICY WIND (BP)	ICE	DREAM EATER (BP)	PSY		

POKéMON LOCATOR

The Pokémon Locator shows you where and how to find every Pokémon, alphabetized by Pokémon name. Use the Pokémon Locator as a quick reference when you're on the go!

TYPE, ABILITY & ITEM

The Pokémon's type and ability are listed directly below its name. If a Pokémon could be holding an item in the wild, the list will show the item as Rare (R) or Very Rare (VR). Wild Pokémon don't always hold items.

WHERE OR HOW TO OBTAIN

Each area a Pokémon appears in is listed on the left side. In cases where a Pokémon appears in many areas, the areas are listed in the following order: towns & cities, routes, dungeons and others. Some Pokémon appear only after they evolve.

POKéMON PLENITUDE

How plentiful Pokémon are in the wild is broken down into four levels—Many, Some, Few and Rare. If you need to do something special to obtain the Pokémon, such as use Rock Smash or a certain rod, the special item or action will be listed.

POKéDEX NUMBER

#118 FLYGON — BUG (PAGE 175)

TYPE: GROUND-DRAGON	ABILITY: LEVITATE	ITEM: —
EVOLVES FROM VIBRAVA (LEVEL 45)		

#31 GARDEVOIR — AMORPHOUS (PAGE 132)

TYPE: PSYCHIC	ABILITY: SYNCHRONIZE / TRACE	ITEM: —
EVOLVES FROM KIRLIA (LEVEL 30)		

#57 GEODUDE — MINERAL (PAGE 145)

TYPE: ROCK-GROUND	ABILITY: ROCK HEAD / STURDY	ITEM: EVERSTONE (VR)
GRANITE CAVE (GROUND FLOOR)		SOME
VICTORY ROAD (B1F)		SOME (ROCK SMASH)
MAGMA HIDEOUT (ROOM 1 - 8)		MANY
ROUTES 111, 114		MANY (ROCK SMASH)
GRANITE CAVE (B2F) & SAFARI ZONE (NORTHEAST)		MANY (ROCK SMASH)

#164 GIRAFARIG — FIELD (PAGE 198)

TYPE: NORMAL-PSYCHIC	ABILITY: INNER FOCUS / EARLY BIRD	ITEM: PERSIM BERRY (VR)
SAFARI ZONE (SOUTHWEST & SOUTHEAST)		SOME

#172 GLALIE — FAIRY / MINERAL (PAGE 202)

TYPE: ICE	ABILITY: INNER FOCUS	ITEM: —
EVOLVES FROM SNORUNT (LEVEL 42)		

#89 GLOOM — GRASS (PAGE 161)

TYPE: GRASS-POISON	ABILITY: CHLOROPHYLL	ITEM: —
EVOLVES FROM ODDISH (LEVEL 21)		
ROUTES 121, 123		FEW
SAFARI ZONE (SOUTHWEST & SOUTHEAST)		FEW
SAFARI ZONE (NORTHWEST & NORTHEAST)		SOME

HOW-TO-CATCH ICONS

The icons next to each Pokémon's name indicate the ways in which you can obtain the Pokémon. Sometimes there's more than one way.

- CATCH THE POKéMON IN THE WILD
- USE ROCK SMASH TO CATCH THE POKéMON IN THE WILD
- USE SURF TO CATCH THE POKéMON IN THE WILD
- USE A FISHING ROD TO CATCH THE POKéMON IN THE WILD
- HATCH THE POKéMON FROM AN EGG RECEIVED AT THE POKéMON DAY CARE
- OBTAIN THE POKéMON BY ACCOMPLISHING A TASK

EGG TYPE & POKéDEX PAGE

The upper-right corner lists the Egg type that a Pokémon appears in at the Pokémon Day Care and the page that a Pokémon appears on in this guide. Sometimes more than one Egg type will be listed. See page 16 for more on Egg types.

#39 ABRA — HUMAN-LIKE (PAGE 136)

TYPE: PSYCHIC	ABILITY: SYNCHRONIZE / INNER FOCUS	ITEM: TWISTEDSPOON (VR)
ROUTE 116		SOME
GRANITE CAVE (GROUND FLOOR-B2F)		SOME

#152 ABSOL — FIELD (PAGE 192)

TYPE: DARK	ABILITY: PRESSURE	ITEM: —
ROUTE 120		FEW

#72 AGGRON — MONSTER (PAGE 152)

TYPE: STEEL-ROCK	ABILITY: STURDY / ROCK HEAD	ITEM: —
EVOLVES FROM LAIRON (LEVEL 42)		

#41 ALAKAZAM — HUMAN-LIKE (PAGE 137)

TYPE: PSYCHIC	ABILITY: SYNCHRONIZE / INNER FOCUS	ITEM: —
EVOLVES FROM KADABRA (TRADE)		

#122 ALTARIA — FLYING / DRAGON (PAGE 177)

TYPE: DRAGON-FLYING	ABILITY: NATURAL CURE	ITEM: —
EVOLVES FROM SWABLU (LEVEL 35)		
SKY PILLAR (5F)		FEW

#135 ANORITH — WATER 3 (PAGE 184)

TYPE: ROCK-BUG	ABILITY: BATTLE ARMOR	ITEM: —
MIRAGE TOWER (OR DESERT UNDERGROUND)		BRING THE CLAW FOSSIL TO THE DEVON CORPORATION

#136 ARMALDO — WATER 3 (PAGE 184)

TYPE: ROCK-BUG	ABILITY: BATTLE ARMOR	ITEM: —
EVOLVES FROM ANORITH (LEVEL 40)		

#70 ARON — MONSTER (PAGE 151)

TYPE: STEEL-ROCK	ABILITY: STURDY / ROCK HEAD	ITEM: HARD STONE (VR)
VICTORY ROAD (GROUND FLOOR)		FEW
GRANITE CAVE (GROUND FLOOR IN THE SMALL ROOM)		SOME
GRANITE CAVE (B1F & B2F)		MANY

#56 AZUMARILL — WATER 1 / FAIRY (PAGE 144)

TYPE: WATER	ABILITY: THICK FAT / HUGE POWER	ITEM: —
EVOLVES FROM MARILL (LEVEL 18)		

#54 AZURILL — NONE (PAGE 143)

TYPE: NORMAL	ABILITY: THICK FAT / HUGE POWER	ITEM: —
MUST HATCH FROM AN EGG YOU RECEIVE AT THE POKéMON DAY CARE		

#187 BAGON — DRAGON (PAGE 210)

TYPE: DRAGON	ABILITY: ROCK HEAD	ITEM: DRAGON SCALE (VR)
METEOR FALLS (GROUND FLOOR IN THE SMALL ROOM)		SOME

#131 BALTOY — GENDER UNKNOWN (PAGE 182)

TYPE: GROUND-PSYCHIC	ABILITY: LEVITATE	ITEM: —
ROUTE 111		SOME

#147 BANETTE — AMORPHOUS (PAGE 190)

TYPE: GHOST	ABILITY: INSOMNIA	ITEM: SPELL TAG (VR)
EVOLVES FROM SHUPPET (LEVEL 37)		
SKY PILLAR (GROUND FLOOR, 3F & 5F)		SOME

#127 BARBOACH — WATER 2 (PAGE 180)

TYPE: WATER-GROUND	ABILITY: OBLIVIOUS	ITEM: —
ROUTES 111, 114 & 120		SOME (GOOD ROD) & MANY (SUPER ROD)
VICTORY ROAD (B2F) & METEOR FALLS (ENTRANCE, 1F & 2F)		SOME (GOOD ROD) & MANY (SUPER ROD)

#16 BEAUTIFLY
BUG (PAGE 124)

TYPE: BUG-FLYING | ABILITY: SWARM | ITEM: —

EVOLVES FROM SILCOON (LEVEL 10)

#190 BELDUM
GENDER UNKNOWN (PAGE 211)

TYPE: STEEL-PSYCHIC | ABILITY: CLEAR BODY | ITEM: —

MOSSDEEP CITY — RECEIVE AT STEVEN'S HOUSE AFTER YOU BECOME THE POKéMON CHAMPION

#91 BELLOSSOM
GRASS (PAGE 162)

TYPE: GRASS | ABILITY: CHLOROPHYLL | ITEM: —

EVOLVES FROM GLOOM (SUN STONE)

#6 BLAZIKEN
FIELD (PAGE 119)

TYPE: FIRE-FIGHTING | ABILITY: BLAZE | ITEM: —

EVOLVES FROM COMBUSKEN (LEVEL 36)

#35 BRELOOM
FAIRY / GRASS (PAGE 134)

TYPE: GRASS-FIGHTING | ABILITY: EFFECT SPORE | ITEM: —

EVOLVES FROM SHROOMISH (LEVEL 23)

#119 CACNEA
GRASS / HUMAN-LIKE (PAGE 176)

TYPE: GRASS | ABILITY: SAND VEIL | ITEM: POISON BARB (VR)

ROUTE 111 (DESERT RUINS) — FEW

#120 CACTURNE
GRASS / HUMAN-LIKE (PAGE 176)

TYPE: GRASS-DARK | ABILITY: SAND VEIL | ITEM: —

EVOLVES FROM CACNEA (LEVEL 32)

#102 CAMERUPT
FIELD (PAGE 167)

TYPE: FIRE-GROUND | ABILITY: MAGMA ARMOR | ITEM: —

EVOLVES FROM NUMEL (LEVEL 33)

#97 CARVANHA
WATER 2 (PAGE 165)

TYPE: WATER-DARK | ABILITY: ROUGH SKIN | ITEM: —

ROUTES 118 & 119 — SOME (GOOD ROD) & MANY (SUPER ROD)

#17 CASCOON
BUG (PAGE 125)

TYPE: BUG | ABILITY: SHED SKIN | ITEM: —

EVOLVES FROM WURMPLE (LEVEL 7)

PETALBURG WOODS — SOME

#142 CASTFORM
FAIRY / AMORPHOUS (PAGE 187)

TYPE: NORMAL | ABILITY: FORECAST | ITEM: —

ROUTE 119 — RECEIVE THIS POKéMON AT THE WEATHER INSTITUTE

#151 CHIMECHO
AMORPHOUS (PAGE 192)

TYPE: PSYCHIC | ABILITY: LEVITATE | ITEM: —

MT. PYRE (SUMMIT) — FEW

#181 CHINCHOU
WATER 2 (PAGE 207)

TYPE: WATER-ELECTRIC | ABILITY: VOLT ABSORB / ILLUMINATE | ITEM: YELLOW SHARD (VR)

ROUTES 124 & 126 (OCEAN FLOOR) — SOME

#176 CLAMPERL
WATER 1 (PAGE 204)

TYPE: WATER | ABILITY: SHELL ARMOR | ITEM: BLUE SHARD (VR)

ROUTES 124 & 126 (OCEAN FLOOR) — MANY

#132 CLAYDOL
GENDER UNKNOWN (PAGE 182)

TYPE: GROUND-PSYCHIC | ABILITY: LEVITATE | ITEM: —

EVOLVES FROM BALTOY (LEVEL 36)

SKY PILLAR (GROUND FLOOR, 3F & 5F) — SOME

#5 COMBUSKEN
FIELD (PAGE 119)

TYPE: FIRE-FIGHTING | ABILITY: BLAZE | ITEM: —

EVOLVES FROM TORCHIC (LEVEL 16)

#129 CORPHISH
WATER 1 / WATER 3 (PAGE 181)

TYPE: WATER | ABILITY: HYPER CUTTER / SHELL ARMOR | ITEM: —

ROUTES 102 & 117 — SOME (GOOD ROD) & MANY (SUPER ROD)

#180 CORSOLA
WATER 1 / WATER 3 (PAGE 206)

TYPE: WATER-ROCK | ABILITY: HUSTLE / NATURAL CURE | ITEM: RED SHARD (VR)

ROUTE 128 — SOME (SUPER ROD)

EVER GRANDE CITY — SOME (SUPER ROD)

#134 CRADILY
WATER 3 (PAGE 183)

TYPE: ROCK-GRASS | ABILITY: SUCTION CUPS | ITEM: —

EVOLVES FROM LILEEP (LEVEL 40)

#130 CRAWDAUNT
WATER 1 / WATER 3 (PAGE 181)

TYPE: WATER-DARK | ABILITY: HYPER CUTTER / SHELL ARMOR | ITEM: —

EVOLVES FROM CORPHISH (LEVEL 30)

#65 CROBAT
FLYING (PAGE 149)

TYPE: POISON-FLYING | ABILITY: INNER FOCUS | ITEM: —

EVOLVES FROM GOLBAT (FRIENDSHIP)

#62 DELCATTY
FIELD / FAIRY (PAGE 147)

TYPE: NORMAL | ABILITY: CUTE CHARM | ITEM: —

EVOLVES FROM SKITTY (MOON STONE)

#202 DEOXYS
NONE (PAGE 217)

TYPE: PSYCHIC | ABILITY: PRESSURE | ITEM: —

???

#93 DODRIO
FLYING (PAGE 163)

TYPE: NORMAL-FLYING | ABILITY: RUN AWAY / EARLY BIRD | ITEM: SHARP BEAK (VR)

EVOLVES FROM DODUO (LEVEL 31)

SAFARI ZONE (NORTHWEST) — FEW

#92 DODUO
FLYING (PAGE 162)

TYPE: NORMAL-FLYING | ABILITY: RUN AWAY / EARLY BIRD | ITEM: SHARP BEAK (VR)

SAFARI ZONE (NORTHWEST, SOUTHWEST & SOUTHEAST) — SOME

#166 DONPHAN
FIELD (PAGE 199)

TYPE: GROUND | ABILITY: STURDY | ITEM: —

EVOLVES FROM PHANPY (LEVEL 25)

#149 DUSCLOPS
AMORPHOUS (PAGE 191)

TYPE: GHOST | ABILITY: PRESSURE | ITEM: SPELL TAG (VR)

EVOLVES FROM DUSKULL (LEVEL 37)

#148 DUSKULL
AMORPHOUS (PAGE 190)

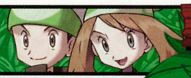
TYPE: GHOST | ABILITY: LEVITATE | ITEM: SPELL TAG (VR)

MT. PYRE (4F - 6F & SUMMIT) — SOME

#18 DUSTOX
BUG (PAGE 125)

TYPE: BUG-POISON | ABILITY: SHIELD DUST | ITEM: —

EVOLVES FROM CASCOON (LEVEL 10)



#78 ELECTRIKE
FIELD (PAGE 155)

TYPE: ELECTRIC | ABILITY: STATIC / LIGHTNINGROD | ITEM: —

ROUTES 110 & 118 — SOME

#85 ELECTRODE
GENDER UNKNOWN (PAGE 159)

TYPE: ELECTRIC | ABILITY: SOUNDPROOF / STATIC | ITEM: —

EVOLVES FROM VOLTORB (LEVEL 30)
NEW MAUVILLE — RARE
AQUA HIDEOUT — MIMICKING ITEM BALL

#47 EXPLOUD
MONSTER / FIELD (PAGE 140)

TYPE: NORMAL | ABILITY: SOUNDPROOF | ITEM: —

EVOLVES FROM LOUDRED (LEVEL 40)

#140 FEEBAS
WATER 1 / DRAGON (PAGE 186)

TYPE: WATER | ABILITY: SWIFT SWIM | ITEM: —

ROUTE 119 (THERE ARE SIX PLACES TO FISH ALONG ROUTE 119. FEEBAS'S LOCATION WILL CHANGE WHEN YOU CHANGE THE TRENDY PHRASE IN DEWFORD TOWN.)

#118 FLYGON
BUG (PAGE 175)

TYPE: GROUND-DRAGON | ABILITY: LEVITATE | ITEM: —

EVOLVES FROM VIBRAVA (LEVEL 45)

#31 GARDEVOIR
AMORPHOUS (PAGE 132)

TYPE: PSYCHIC | ABILITY: SYNCHRONIZE / TRACE | ITEM: —

EVOLVES FROM KIRLIA (LEVEL 30)

#57 GEODUDE
MINERAL (PAGE 145)

TYPE: ROCK-GROUND | ABILITY: ROCK HEAD / STURDY | ITEM: EVERSTONE (VR)

GRANITE CAVE (GROUND FLOOR) — SOME
VICTORY ROAD (B1F) — SOME (ROCK SMASH)
MAGMA HIDEOUT (ROOM 1 - 8) — MANY
ROUTES 111, 114 — MANY (ROCK SMASH)
GRANITE CAVE (B2F) & SAFARI ZONE (NORTHEAST) — MANY (ROCK SMASH)

#164 GIRAFARIG
FIELD (PAGE 198)

TYPE: NORMAL-PSYCHIC | ABILITY: INNER FOCUS / EARLY BIRD | ITEM: PERSIM BERRY (VR)

SAFARI ZONE (SOUTHWEST & SOUTHEAST) — SOME

#172 GLALIE
FAIRY / MINERAL (PAGE 202)

TYPE: ICE | ABILITY: INNER FOCUS | ITEM: —

EVOLVES FROM SNORUNT (LEVEL 42)

#89 GLOOM
GRASS (PAGE 161)

TYPE: GRASS-POISON | ABILITY: CHLOROPHYLL | ITEM: —

EVOLVES FROM ODDISH (LEVEL 21)
ROUTES 121, 123 — FEW
SAFARI ZONE (SOUTHWEST & SOUTHEAST) — FEW
SAFARI ZONE (NORTHWEST & NORTHEAST) — SOME

#64 GOLBAT
FLYING (PAGE 148)

TYPE: POISON-FLYING | ABILITY: INNER FOCUS | ITEM: —

SHOAL CAVE (ENTRANCE, GROUND FLOOR, B1F & SMALL ICE ROOM) — FEW
SEAFLOOR CAVERN (ENTRANCE, ROOM 6 & 7) — FEW
SEAFLOOR CAVERN (ENTRANCE & ROOM 1 - 8), SKY PILLAR (GROUND FLOOR, 3F & 5F) — SOME
VICTORY ROAD (GROUND FLOOR) & CAVE OF ORIGIN (ENTRANCE & GROUND FLOOR) — SOME
VICTORY ROAD (B1F & B2F) & METEOR FALLS (GROUND FLOOR & 2F) — MANY

#50 GOLDEEN
WATER 2 (PAGE 141)

TYPE: WATER | ABILITY: SWIFT SWIM / WATER VEIL | ITEM: —

ROUTES 102, 111, 114, 117 & 120 — RARE
ROUTES 102, 111, 114, 117 & 120 — SOME (OLD ROD & GOOD ROD)
VICTORY ROAD (B2F) & METEOR FALLS (ENTRANCE, 1F & 2F) — SOME (OLD ROD & GOOD ROD)
SAFARI ZONE (NEW AREA - SOUTH) — SOME (OLD ROD & GOOD ROD) & MANY (SUPER ROD)
SAFARI ZONE (NORTHWEST & SOUTHWEST) — SOME (OLD ROD) & MANY (GOOD ROD & SUPER ROD)

#159 GOLDUCK
WATER 1 / FIELD (PAGE 196)

TYPE: WATER | ABILITY: DAMP / CLOUD NINE | ITEM: —

EVOLVES FROM PSYDUCK (LEVEL 33)
SAFARI ZONE (NORTHWEST) — FEW

#59 GOLEM
MINERAL (PAGE 146)

TYPE: ROCK-GROUND | ABILITY: ROCK HEAD / STURDY | ITEM: —

EVOLVES FROM GRAVELER (TRADE)

#178 GOREBYSS
WATER 1 (PAGE 205)

TYPE: WATER | ABILITY: SWIFT SWIM | ITEM: —

EVOLVES FROM CLAMPERL (TRADE & DEEPSEASCALE)

#58 GRAVELER
MINERAL (PAGE 145)

TYPE: ROCK-GROUND | ABILITY: ROCK HEAD / STURDY | ITEM: EVERSTONE (VR)

EVOLVES FROM GEODUDE (LEVEL 25)
MAGMA HIDEOUT (ROOM 1 - 8) — SOME
VICTORY ROAD (B1F) — MANY (ROCK SMASH)

#106 GRIMER
AMORPHOUS (PAGE 169)

TYPE: POISON | ABILITY: STENCH / STICKY HOLD | ITEM: NUGGET (VR)

FIERY PATH — FEW

#199 GROUDON
NONE (PAGE 216)

TYPE: GROUND | ABILITY: DROUGHT | ITEM: —

TERRA CAVE — AFTER YOU HEAR ABOUT THE CATASTROPHE IN THE WEATHER INSTITUTE

#2 GROVYLE
MONSTER / DRAGON (PAGE 117)

TYPE: GRASS | ABILITY: OVERGROW | ITEM: —

EVOLVES FROM TREECKO (LEVEL 16)

#111 GRUMPIG
FIELD (PAGE 172)

TYPE: PSYCHIC | ABILITY: THICK FAT / OWN TEMPO | ITEM: —

EVOLVES FROM SPOINK (LEVEL 32)

#95 GULPIN
AMORPHOUS (PAGE 164)

TYPE: POISON | ABILITY: LIQUID OOZE / STICKY HOLD | ITEM: BIG PEARL (VR)

ROUTE 110 — SOME

#53 GYARADOS
WATER 2 / DRAGON (PAGE 143)

TYPE: WATER-FLYING | ABILITY: INTIMIDATE | ITEM: —

EVOLVES FROM MAGIKARP (LEVEL 20)
SOOTOPOLIS CITY — SOME (SUPER ROD)

#49 HARIYAMA
HUMAN-LIKE (PAGE 141)

TYPE: FIGHTING | ABILITY: THICK FAT / GUTS | ITEM: KING'S ROCK (VR)

EVOLVES FROM MAKUHITA (LEVEL 24)
VICTORY ROAD (GROUND FLOOR) — SOME
VICTORY ROAD (B1F) — MANY

#168 HERACROSS
BUG (PAGE 200)

TYPE: BUG-FIGHTING | ABILITY: SWARM / GUTS | ITEM: —

SAFARI ZONE (NORTHEAST) — FEW

#184 HORSEA
WATER 1 / DRAGON (PAGE 208)

TYPE: WATER | ABILITY: SWIFT SWIM | ITEM: DRAGON SCALE (VR)

ROUTES 132 - 134 — SOME (SUPER ROD)
PACIFIDLOG TOWN — TRADE FOR A BAGON

#177 HUNTAIL
WATER 1 (PAGE 205)

TYPE: WATER | ABILITY: SWIFT SWIM | ITEM: —

EVOLVES FROM CLAMPERL (TRADE & DEEPSEATOOTH)

#137 IGGLYBUFF
NONE (PAGE 185)

TYPE: NORMAL | ABILITY: CUTE CHARM | ITEM: —

MUST HATCH FROM AN EGG YOU RECEIVE AT THE POKéMON DAY CARE

#87 ILLUMISE
BUG / HUMAN-LIKE (PAGE 160)

TYPE: BUG | ABILITY: OBLIVIOUS | ITEM: —

ROUTE 117 — SOME

#138 JIGGLYPUFF
FAIRY (PAGE 185)

TYPE: NORMAL | ABILITY: CUTE CHARM | ITEM: —

EVOLVES FROM IGGLYBUFF (FRIENDSHIP)

ROUTE 115 — SOME

#201 JIRACHI
NONE (PAGE 217)

TYPE: STEEL-PSYCHIC | ABILITY: SERENE GRACE | ITEM: —

???

#40 KADABRA
HUMAN-LIKE (PAGE 136)

TYPE: PSYCHIC | ABILITY: SYNCHRONIZE / INNER FOCUS | ITEM: —

EVOLVES FROM ABRA (LEVEL 16)

#145 KECLEON
FIELD (PAGE 189)

TYPE: NORMAL | ABILITY: COLOR CHANGE | ITEM: PERSIM BERRY (VR)

ROUTES 118 - 121 & 123 — RARE

ROUTE 120 — FIND WITH THE DEVON SCOPE

#186 KINGDRA
WATER 1 / DRAGON (PAGE 209)

TYPE: WATER-DRAGON | ABILITY: SWIFT SWIM | ITEM: —

EVOLVES FROM SEADRA (TRADE & DRAGON SCALE)

#30 KIRLIA
AMORPHOUS (PAGE 131)

TYPE: PSYCHIC | ABILITY: SYNCHRONIZE / TRACE | ITEM: —

EVOLVES FROM RALTS (LEVEL 20)

#108 KOFFING
AMORPHOUS (PAGE 170)

TYPE: POISON | ABILITY: LEVITATE | ITEM: SMOKE BALL (VR)

FIERY PATH — SOME

#198 KYOGRE
NONE (PAGE 215)

TYPE: WATER | ABILITY: DRIZZLE | ITEM: —

MARINE CAVE — AFTER YOU HEAR ABOUT THE CATASTROPHE IN THE WEATHER INSTITUTE

#71 LAIRON
MONSTER (PAGE 152)

TYPE: STEEL-ROCK | ABILITY: STURDY / ROCK HEAD | ITEM: HARD STONE (VR)

EVOLVES FROM ARON (LEVEL 32)

VICTORY ROAD (GROUND FLOOR, B1F & B2F) — SOME

#182 LANTURN
WATER 2 (PAGE 207)

TYPE: WATER-ELECTRIC | ABILITY: VOLT ABSORB / ILLUMINATE | ITEM: —

EVOLVES FROM CHINCHOU (LEVEL 27)

#196 LATIAS
NONE (PAGE 214)

TYPE: DRAGON-PSYCHIC | ABILITY: LEVITATE | ITEM: —

UNCERTAIN — APPEARS AFTER YOU BECOME THE POKéMON CHAMPION

#197 LATIOS
NONE (PAGE 215)

TYPE: DRAGON-PSYCHIC | ABILITY: LEVITATE | ITEM: —

UNCERTAIN — APPEARS AFTER YOU BECOME THE POKéMON CHAMPION

#133 LILEEP
WATER 3 (PAGE 183)

TYPE: ROCK-GRASS | ABILITY: SUCTION CUPS | ITEM: —

MIRAGE TOWER (OR DESERT UNDERPASS) — BRING THE ROOT FOSSIL TO THE DEVON CORPORATION

#13 LINOONE
FIELD (PAGE 123)

TYPE: NORMAL | ABILITY: PICKUP | ITEM: ORAN BERRY (R) / SITRUS BERRY (VR)

EVOLVES FROM ZIGZAGOON (LEVEL 20)

ROUTES 118 & 119 — SOME

#20 LOMBRE
WATER 1 / GRASS (PAGE 126)

TYPE: WATER-GRASS | ABILITY: SWIFT SWIM / RAIN DISH | ITEM: —

EVOLVES FROM LOTAD (LEVEL 14)

ROUTE 114 — SOME

#19 LOTAD
WATER 1 / GRASS (PAGE 126)

TYPE: WATER-GRASS | ABILITY: SWIFT SWIM / RAIN DISH | ITEM: —

ROUTES 102 & 114 — SOME

#46 LOUDRED
MONSTER / FIELD (PAGE 139)

TYPE: NORMAL | ABILITY: SOUNDPROOF | ITEM: CHESTO BERRY (VR)

EVOLVES FROM WHISMUR (LEVEL 20)

DESERT UNDERPASS & VICTORY ROAD (GROUND FLOOR) — SOME

#21 LUDICOLO
WATER 1 / GRASS (PAGE 127)

TYPE: WATER-GRASS | ABILITY: SWIFT SWIM / RAIN DISH | ITEM: —

EVOLVES FROM LOMBRE (WATER STONE)

#125 LUNATONE
GENDER UNKNOWN (PAGE 179)

TYPE: ROCK-PSYCHIC | ABILITY: LEVITATE | ITEM: MOON STONE (VR)

TRADE FROM SAPPHIRE

#183 LUVDISC
WATER 2 (PAGE 208)

TYPE: WATER | ABILITY: SWIFT SWIM | ITEM: HEART SCALE (R)

EVER GRANDE CITY — SOME (GOOD ROD) & MANY (SUPER ROD)

ROUTE 128 — SOME (GOOD ROD) & MANY (SUPER ROD)

#75 MACHAMP
HUMAN-LIKE (PAGE 154)

TYPE: FIGHTING | ABILITY: GUTS | ITEM: —

EVOLVES FROM MACHOKE (TRADE)

#74 MACHOKE
HUMAN-LIKE (PAGE 153)

TYPE: FIGHTING | ABILITY: GUTS | ITEM: —

EVOLVES FROM MACHOP (LEVEL 28)

#73 MACHOP
HUMAN-LIKE (PAGE 153)

TYPE: FIGHTING | ABILITY: GUTS | ITEM: —

FIERY PATH & JAGGED PASS — SOME

#104 MAGCARGO
AMORPHOUS (PAGE 168)

TYPE: FIRE-ROCK | ABILITY: MAGMA ARMOR / FLAME BODY | ITEM: —

EVOLVES FROM SLUGMA (LAVEL 38)

#52 MAGIKARP
WATER 2 / DRAGON (PAGE 142)

TYPE: WATER	ABILITY: SWIFT SWIM	ITEM: —
ROUTE 104		MANY (OLD ROD & GOOD ROD & SUPER ROD)
SOOTOPOLIS CITY		MANY (SURF), MANY (OLD ROD & GOOD ROD & SUPER ROD)
EVER GRANDE CITY, MOSSDEEP CITY & PACIFIDLOG TOWN		MANY (OLD ROD & GOOD ROD)
ROUTES 102, 103, 105 - 109, 111, 114, 115, 117 - 134		MANY (OLD ROD & GOOD ROD)
SHOAL CAVE (ENTRANCE, ROOM 6 & 7)		MANY (OLD ROD & GOOD ROD)
SEAFLOOR CAVERN (ENTRANCE, ROOM 6 & 7)		MANY (OLD ROD & GOOD ROD)
SAFARI ZONE (NORTHWEST, SOUTHWEST & NEW AREA - SOUTH)		MANY (OLD ROD & GOOD ROD)
ABANDONED SHIP (B1F), VICTORY ROAD (B2F)		MANY (OLD ROD & GOOD ROD)
METEOR FALLS (ENTRANCE, GROUND FLOOR & 2F)		MANY (OLD ROD & SUPER ROD)

#82 MAGNEMITE
GENDER UNKNOWN (PAGE 157)

TYPE: ELECTRIC-STEEL	ABILITY: MAGNET PULL / STURDY	ITEM: METAL COAT (VR)
NEW MAUVILLE (ENTRANCE & INSIDE)		MANY

#83 MAGNETON
GENDER UNKNOWN (PAGE 158)

TYPE: ELECTRIC-STEEL	ABILITY: MAGNET PULL / STURDY	ITEM: METAL COAT (VR)
EVOLVES FROM MAGNEMITE (LEVEL 30)		
NEW MAUVILLE (INSIDE)		RARE

#48 MAKUHITA
HUMAN-LIKE (PAGE 140)

TYPE: FIGHTING	ABILITY: THICK FAT / GUTS	ITEM: —
GRANITE CAVE (B1F) & VICTORY ROAD (1F)		SOME
GRANITE CAVE (GROUND FLOOR & SMALL ROOM)		MANY

#79 MANECTRIC
FIELD (PAGE 156)

TYPE: ELECTRIC	ABILITY: STATIC / LIGHTNINGROD	ITEM: —
EVOLVES FROM ELECTRIKE (LEVEL 26)		
ROUTE 118		SOME

#55 MARILL
WATER 1 / FAIRY (PAGE 144)

TYPE: WATER	ABILITY: THICK FAT / HUGE POWER	ITEM: —
ROUTES 104, 112, 117 & 120		SOME
ROUTES 102, 111, 114, 117, 120		MANY
PETALBURG CITY, SAFARI ZONE (NEW AREA - SOUTH)		MANY

#8 MARSHTOMP
WATER 1 / MONSTER (PAGE 120)

TYPE: WATER-GROUND	ABILITY: TORRENT	ITEM: —
EVOLVES FROM MUDKIP (LEVEL 16)		

#33 MASQUERAIN
WATER 1 / BUG (PAGE 133)

TYPE: BUG-FLYING	ABILITY: INTIMIDATE	ITEM: —
EVOLVES FROM SURSKIT (LEVEL 22)		
TRADE FROM RUBY OR SAPPHIRE		

#69 MAWILE
FIELD / FAIRY (PAGE 151)

TYPE: STEEL	ABILITY: HYPER CUTTER / INTIMIDATE	ITEM: —
VICTORY ROAD (B1F & B2F)		FEW)

#77 MEDICHAM
HUMAN-LIKE (PAGE 155)

TYPE: FIGHTING-PSYCHIC	ABILITY: PURE POWER	ITEM: —
EVOLVES FROM MEDITITE (LEVEL 37)		
TRADE FROM RUBY OR SAPPHIRE		

#76 MEDITITE
HUMAN-LIKE (PAGE 154)

TYPE: FIGHTING-PSYCHIC	ABILITY: PURE POWER	ITEM: —
TRADE FROM RUBY OR SAPPHIRE		

#192 METAGROSS
GENDER UNKNOWN (PAGE 212)

TYPE: STEEL-PSYCHIC	ABILITY: CLEAR BODY	ITEM: —
EVOLVES FROM METANG (LEVEL 45)		

#191 METANG
GENDER UNKNOWN (PAGE 212)

TYPE: STEEL-PSYCHIC	ABILITY: CLEAR BODY	ITEM: —
EVOLVES FROM BELDUM (LEVEL 20)		

#11 MIGHTYENA
FIELD (PAGE 122)

TYPE: DARK	ABILITY: INTIMIDATE	ITEM: —
EVOLVES FROM POOCHYENA (LEVEL 18)		
ROUTES 120, 121 & 123		SOME

#141 MILOTIC
WATER 1 / DRAGON (PAGE 187)

TYPE: WATER	ABILITY: MARVEL SCALE	ITEM: —
EVOLVES FROM FEEBAS (HIGH BEAUTY)		

#81 MINUN
FAIRY (PAGE 157)

TYPE: ELECTRIC	ABILITY: MINUS	ITEM: —
ROUTE 110		SOME

#7 MUDKIP
MONSTER / WATER 1 (PAGE 120)

TYPE: WATER	ABILITY: TORRENT	ITEM: —
ROUTE 101		RECEIVE ONE FROM PROFESSOR BIRCH

#107 MUK
AMORPHOUS (PAGE 170)

TYPE: POISON	ABILITY: STENCH / STICKY HOLD	ITEM: —
EVOLVES FROM GRIMER (LEVEL 38)		

#162 NATU
FLYING (PAGE 197)

TYPE: PSYCHIC-FLYING	ABILITY: SYNCHRONIZE / EARLY BIRD	ITEM: —
SAFARI ZONE (SOUTHWEST, NORTHEAST & SOUTHEAST)		SOME

#42 NINCADA
BUG (PAGE 137)

TYPE: BUG-GROUND	ABILITY: COMPOUNDEYES	ITEM: —
ROUTE 116		SOME

#154 NINETALES
FIELD (PAGE 193)

TYPE: FIRE	ABILITY: FLASH FIRE	ITEM: —
EVOLVES FROM VULPIX (FIRE STONE)		

#43 NINJASK
BUG (PAGE 138)

TYPE: BUG-FLYING	ABILITY: SPEED BOOST	ITEM: —
EVOLVES FROM NINCADA (LEVEL 20)		

#60 NOSEPASS
MINERAL (PAGE 146)

TYPE: ROCK	ABILITY: STURDY / MAGNET PULL	ITEM: —
GRANITE CAVE (B2F)		SOME (ROCK SMASH)

#101 NUMEL
FIELD (PAGE 167)

TYPE: FIRE-GROUND	ABILITY: OBLIVIOUS	ITEM: RAWST BERRY (R)
FIERY PATH		SOME
ROUTE 112		MANY
JAGGED PASS		MANY

#23 NUZLEAF
FIELD / GRASS (PAGE 128)

TYPE: GRASS-DARK	ABILITY: CHLOROPHYLL / EARLY BIRD	ITEM: —
EVOLVES FROM SEEDOT (LEVEL 14)		
ROUTE 114		RARE

#88 ODDISH
GRASS (PAGE 160)

TYPE: GRASS-POISON	ABILITY: CHLOROPHYLL	ITEM: —
ROUTES 110, 119 - 121 & 123, SAFARI ZONE (NORTHWEST & NORTHEAST)		SOME
ROUTE 117, SAFARI ZONE (SOUTHWEST & SOUTHEAST)		MANY

#28 PELIPPER
WATER 1 / FLYING (PAGE 130)

TYPE: WATER-FLYING	ABILITY: KEEN EYE	ITEM: —
EVOLVES FROM WINGULL (LEVEL 25)		
ROUTES 103, 104, 105 - 109, 110, 115, 118, 119, 121 - 134		FEW
DEWFORD TOWN, EVER GRANDE CITY, LILYCOVE CITY, MOSSDEEP CITY		FEW
PACIFIDLOG TOWN & SLATEPORT CITY		FEW

#165 PHANPY
FIELD (PAGE 199)

TYPE: GROUND	ABILITY: PICKUP	ITEM: —
SAFARI ZONE (NORTHEAST)		SOME

#155 PICHU
NONE (PAGE 194)

TYPE: ELECTRIC	ABILITY: STATIC	ITEM: —
MUST HATCH FROM AN EGG YOU RECEIVE AT THE POKéMON DAY CARE		

#156 PIKACHU
FIELD / FAIRY (PAGE 194)

TYPE: ELECTRIC	ABILITY: STATIC	ITEM: ORAN BERRY (R) / LIGHT BALL (VR)
EVOLVES FROM PICHU (FRIENDSHIP)		
SAFARI ZONE (SOUTHEAST & SOUTHWEST)		FEW

#167 PINSIR
BUG (PAGE 200)

TYPE: BUG	ABILITY: HYPER CUTTER	ITEM: —
SAFARI ZONE (NORTHWEST)		FEW

#80 PLUSLE
FAIRY (PAGE 156)

TYPE: ELECTRIC	ABILITY: PLUS	ITEM: —
ROUTE 110		FEW
FORTREE CITY		EXCHANGE FOR A VOLBEAT

#10 POOCHYENA
FIELD (PAGE 121)

TYPE: DARK	ABILITY: RUN AWAY	ITEM: PECHA BERRY (VR)
ROUTES 102, 110, 116, 117, 120, 121 & 123, PETALBURG WOODS		SOME
ROUTES 101, 103 & 104		MANY

#158 PSYDUCK
WATER 1 / FIELD (PAGE 195)

TYPE: WATER	ABILITY: DAMP / CLOUD NINE	ITEM: —
SAFARI ZONE (NORTHWEST & SOUTHWEST)		MANY

#157 RAICHU
FIELD / FAIRY (PAGE 195)

TYPE: ELECTRIC	ABILITY: STATIC	ITEM: —
EVOLVES FROM PIKACHU (THUNDERSTONE)		

#29 RALTS
AMORPHOUS (PAGE 131)

TYPE: PSYCHIC	ABILITY: SYNCHRONIZE / TRACE	ITEM: —
ROUTE 102		FEW

#200 RAYQUAZA
NONE (PAGE 216)

TYPE: DRAGON-FLYING	ABILITY: AIR LOCK	ITEM: —
SKY PILLAR (TOP)		APPEARS AFTER KYOGRE AND GROUDON ARE CALMED (ONLY ONE)

#194 REGICE
NONE (PAGE 213)

TYPE: ICE	ABILITY: CLEAR BODY	ITEM: —
ROUTE 105		INSIDE ISLAND CAVE (ONLY ONE)

#193 REGIROCK
NONE (PAGE 213)

TYPE: ROCK	ABILITY: CLEAR BODY	ITEM: —
ROUTE 111		INSIDE DESERT RUINS (ONLY ONE)

#195 REGISTEEL
NONE (PAGE 214)

TYPE: STEEL	ABILITY: CLEAR BODY	ITEM: —
ROUTE 120		INSIDE ANCIENT TOMB (ONLY ONE)

#179 RELICANTH
WATER 1 / WATER 2 (PAGE 206)

TYPE: WATER-ROCK	ABILITY: SWIFT SWIM / ROCK HEAD	ITEM: GREEN SHARD (VR)
ROUTES 124 - 126 (OCEAN FLOOR)		FEW

#170 RHYDON
MONSTER / FIELD (PAGE 201)

TYPE: GROUND-ROCK	ABILITY: LIGHTNINGROD / ROCK HEAD	ITEM: —
EVOLVES FROM RHYHORN (LEVEL 42)		

#169 RHYHORN
MONSTER / FIELD (PAGE 201)

TYPE: GROUND-ROCK	ABILITY: LIGHTNINGROD / ROCK HEAD	ITEM: —
SAFARI ZONE (NORTHWEST)		SOME

#94 ROSELIA
FAIRY / GRASS (PAGE 163)

TYPE: GRASS-POISON	ABILITY: NATURAL CURE / POISON POINT	ITEM: POISON BARB (VR)
TRADE FROM RUBY OR SAPPHIRE		

#68 SABLEYE
HUMAN-LIKE (PAGE 150)

TYPE: DARK-GHOST	ABILITY: KEEN EYE	ITEM: —
GRANITE CAVE (B1F & B2F), SKY PILLAR (GROUND FLOOR, 3F & 5F), CAVE OF ORIGIN (GROUND FLOOR)		SOME
VICTORY ROAD (B2F)		MANY

#189 SALAMENCE
DRAGON (PAGE 211)

TYPE: DRAGON-FLYING	ABILITY: INTIMIDATE	ITEM: —
EVOLVES FROM SHELGON (LEVEL 50)		

#112 SANDSHREW
FIELD (PAGE 172)

TYPE: GROUND	ABILITY: SAND VEIL	ITEM: QUICK CLAW (VR)
ROUTE 111		MANY
MIRAGE TOWER (GROUND FLOOR - 4F)		MANY

#113 SANDSLASH
FIELD (PAGE 173)

TYPE: GROUND	ABILITY: SAND VEIL	ITEM: —
EVOLVES FROM SANDSHREW (LEVEL 22)		

#3 SCEPTILE
MONSTER / DRAGON (PAGE 118)

TYPE: GRASS	ABILITY: OVERGROW	ITEM: —
EVOLVES FROM GROVYLE (LEVEL 36)		

#185 SEADRA
WATER 1 / DRAGON (PAGE 209)

TYPE: WATER	ABILITY: POISON POINT	ITEM: —
EVOLVES FROM HORSEA (LEVEL 32)		

#51 SEAKING
WATER 2 (PAGE 142)

TYPE: WATER	ABILITY: SWIFT SWIM / WATER VEIL	ITEM: —
EVOLVES FROM GOLDEEN (LEVEL 33)		
SAFARI ZONE (NORTHWEST & SOUTHWEST)		SOME (SUPER ROD)

#174 SEALEO
WATER 1 / FIELD (PAGE 203)

TYPE: ICE-WATER	ABILITY: THICK FAT	ITEM: —
EVOLVES FROM SPHEAL (LEVEL 32)		

#22 SEEDOT
FIELD / GRASS (PAGE 127)

TYPE: GRASS	ABILITY: CHLOROPHYLL / EARLY BIRD	ITEM: —
ROUTES 102, 117 & 120		RARE
RUSTBORO CITY		EXCHANGE FOR A RALTS

#124 SEVIPER
DRAGON / FIELD (PAGE 178)

TYPE: POISON	ABILITY: SHED SKIN	ITEM: —
ROUTE 114		FEW

#98 SHARPEDO
WATER 2 (PAGE 165)

TYPE: WATER-DARK	ABILITY: ROUGH SKIN	ITEM: —
EVOLVES FROM CARVANHA (LEVEL 30)		
MOSSDEEP CITY & PACIFIDLOG TOWN		MANY (SUPER ROD)
ROUTES 103, 118, 122, 124 - 127 & 129 - 134		MANY (SUPER ROD)

#44 SHEDINJA
GENDER UNKNOWN (PAGE 138)

TYPE: BUG-GHOST	ABILITY: WONDER GUARD	ITEM: —
EVOLVES FROM NINCADA (LEVEL 20)		YOU MUST HAVE AT LEAST ONE POKé BALL AND FIVE OR FEWER POKéMON IN YOUR PARTY

#188 SHELGON
DRAGON (PAGE 210)

TYPE: DRAGON	ABILITY: ROCK HEAD	ITEM: —
EVOLVES FROM BAGON (LEVEL 30)		

#24 SHIFTRY
FIELD / GRASS (PAGE 128)

TYPE: GRASS-DARK	ABILITY: CHLOROPHYLL / EARLY BIRD	ITEM: —
EVOLVES FROM NUZLEAF (LEAF STONE)		

#34 SHROOMISH
FAIRY / GRASS (PAGE 133)

TYPE: GRASS	ABILITY: EFFECT SPORE	ITEM: —
PETALBURG WOODS		SOME

#146 SHUPPET
AMORPHOUS (PAGE 189)

TYPE: GHOST	ABILITY: INSOMNIA	ITEM: SPELL TAG (VR)
ROUTES 121 & 123		SOME
MT. PYRE (GROUND FLOOR - 6F, OUTSIDE IN THE GRASS & SUMMIT)		MANY

#15 SILCOON
BUG (PAGE 124)

TYPE: BUG	ABILITY: SHED SKIN	ITEM: —
EVOLVES FROM WURMPLE (LEVEL 7)		
PETALBURG WOODS		SOME

#115 SKARMORY
FLYING (PAGE 174)

TYPE: STEEL-FLYING	ABILITY: KEEN EYE / STURDY	ITEM: —
ROUTE 113		FEW

#61 SKITTY
FIELD / FAIRY (PAGE 147)

TYPE: NORMAL	ABILITY: CUTE CHARM	ITEM: LEPPA BERRY (VR)
ROUTE 116		FEW

#38 SLAKING
FIELD (PAGE 135)

TYPE: NORMAL	ABILITY: TRUANT	ITEM: —
EVOLVES FROM VIGOROTH (LEVEL 36)		

#36 SLAKOTH
FIELD (PAGE 134)

TYPE: NORMAL	ABILITY: TRUANT	ITEM: —
PETALBURG WOODS		FEW

#103 SLUGMA
AMORPHOUS (PAGE 168)

TYPE: FIRE	ABILITY: MAGMA ARMOR / FLAME BODY	ITEM: —
ROUTE 113		SOME
FIERY PATH		SOME

#171 SNORUNT
FAIRY / MINERAL (PAGE 202)

TYPE: ICE	ABILITY: INNER FOCUS	ITEM: —
SHOAL CAVE (B2F IN THE SMALL ICE ROOM)		SOME

#126 SOLROCK
GENDER UNKNOWN (PAGE 179)

TYPE: ROCK-PSYCHIC	ABILITY: LEVITATE	ITEM: SUN STONE (VR)
METEOR FALLS (ENTRANCE, GROUND FLOOR & 2F)		SOME
METEOR FALLS (GROUND FLOOR & 2F)		MANY

#173 SPHEAL
WATER 1 / FIELD (PAGE 203)

TYPE: ICE-WATER	ABILITY: THICK FAT	ITEM: —
SHOAL CAVE (ENTRANCE, GROUND FLOOR, B1F & SMALL ICE ROOM)		MANY
SHOAL CAVE (ENTRANCE, GROUND AT HIGH TIDE)		SOME

#114 SPINDA
FIELD / HUMAN-LIKE (PAGE 173)

TYPE: NORMAL	ABILITY: OWN TEMPO	ITEM: CHESTO BERRY (VR)
ROUTE 113		MANY

#110 SPOINK
FIELD (PAGE 171)

TYPE: PSYCHIC	ABILITY: THICK FAT / OWN TEMPO	ITEM: —
JAGGED PASS		SOME

#144 STARMIE
GENDER UNKNOWN (PAGE 188)

TYPE: WATER-PSYCHIC	ABILITY: ILLUMINATE / NATURAL CURE	ITEM: —
EVOLVES FROM STARYU (WATER STONE)		

#143 STARYU
GENDER UNKNOWN (PAGE 188)

TYPE: WATER	ABILITY: ILLUMINATE / NATURAL CURE	ITEM: STARDUST (R) / STAR PIECE (VR)
LILYCOVE CITY		SOME (SUPER ROD)

#32 SURSKIT
WATER 1 / BUG (PAGE 132)

TYPE: BUG-WATER	ABILITY: SWIFT SWIM	ITEM: —
TRADE FROM RUBY OR SAPPHIRE		

#121 SWABLU
FLYING / DRAGON (PAGE 177)

TYPE: NORMAL-FLYING	ABILITY: NATURAL CURE	ITEM: —
ROUTE 115		SOME
ROUTE 114		MANY

#96 SWALOT
AMORPHOUS (PAGE 164)

TYPE: POISON	ABILITY: LIQUID OOZE / STICKY HOLD	ITEM: —
EVOLVES FROM GULPIN (LEVEL 26)		

#9 SWAMPERT
MONSTER / WATER 1 (PAGE 121)

TYPE: WATER-GROUND	ABILITY: TORRENT	ITEM: —
EVOLVES FROM MARSHTOMP (LEVEL 36)		

#26 SWELLOW
FLYING (PAGE 129)

TYPE: NORMAL-FLYING	ABILITY: GUTS	ITEM: —
EVOLVES FROM TAILLOW (LEVEL 22)		
ROUTE 115		SOME

#25 TAILLOW
FLYING (PAGE 129)

TYPE: NORMAL-FLYING	ABILITY: GUTS	ITEM: —
PETALBURG WOODS		FEW
ROUTES 104 & 116		SOME
ROUTE 115		MANY

#66 TENTACOOL
WATER 3 (PAGE 149)

TYPE: WATER-POISON	ABILITY: CLEAR BODY / LIQUID OOZE	ITEM: —
EVER GRANDE CITY & SOOTOPOLIS CITY		SOME (OLD ROD)
ROUTE 128		SOME (OLD ROD)
DEWFORD TOWN, LILYCOVE CITY, MOSSDEEP CITY, PACIFIDLOG TOWN		SOME (OLD ROD & GOOD ROD)
SLATEPORT CITY		SOME (OLD ROD & GOOD ROD)
ROUTES 103, 105 - 109, 110, 115, 118, 119, 121 - 127 & 129 - 134		SOME (OLD ROD & GOOD ROD)
SHOAL CAVE (ENTRANCE & GROUND FLOOR AT HIGH TIDE)		SOME (OLD ROD & GOOD ROD)
SEAFLOOR CAVERN (ENTRANCE, ROOM 6 & 7)		SOME (OLD ROD & GOOD ROD)
ABANDONED SHIP		SOME (OLD ROD) & MANY (GOOD ROD & SUPER ROD)
DEWFORD TOWN, LILYCOVE CITY, MOSSDEEP CITY, PACIFIDLOG TOWN & SLATEPORT CITY		MANY
ROUTES 103, 105 - 109, 110, 115, 118, 119, 121 - 123, 124 - 127, 128 & 129 - 134		MANY
ABANDONED SHIP, SHOAL CAVE (ENTRANCE & GROUND FLOOR AT HIGH TIDE)		MANY
SEAFLOOR CAVERN (ENTRANCE, ROOM 6 & 7)		MANY

#67 TENTACRUEL
WATER 3 (PAGE 150)

TYPE: WATER-POISON	ABILITY: CLEAR BODY / LIQUID OOZE	ITEM: —
EVOLVES FROM TENTACOOL (LEVEL 30)		
ABANDONED SHIP		RARE
ABANDONED SHIP		SOME (SUPER ROD)

#4 TORCHIC
FIELD (PAGE 118)

TYPE: FIRE	ABILITY: BLAZE	ITEM: —
ROUTE 101		RECEIVE ONE FROM PROFESSOR BIRCH

#105 TORKOAL
FIELD (PAGE 169)

TYPE: FIRE	ABILITY: WHITE SMOKE	ITEM: —

FIERY PATH & MAGMA HIDEOUT (ROOM 1 - 8)	SOME

#116 TRAPINCH
BUG (PAGE 174)

TYPE: GROUND	ABILITY: HYPER CUTTER / ARENA TRAP	ITEM: SOFT SAND (VR)

ROUTE 111	MANY
MIRAGE TOWER (GROUND FLOOR - 4F)	MANY

#1 TREECKO
MONSTER / DRAGON (PAGE 117)

TYPE: GRASS	ABILITY: OVERGROW	ITEM: —

ROUTE 101	RECEIVE ONE FROM PROFESSOR BIRCH

#150 TROPIUS
MONSTER / GRASS (PAGE 191)

TYPE: GRASS-FLYING	ABILITY: CHLOROPHYLL	ITEM: —

ROUTE 119	FEW

#117 VIBRAVA
BUG (PAGE 175)

TYPE: GROUND-DRAGON	ABILITY: LEVITATE	ITEM: —

EVOLVES FROM TRAPINCH (LEVEL 35)

#37 VIGOROTH
FIELD (PAGE 135)

TYPE: NORMAL	ABILITY: VITAL SPIRIT	ITEM: —

EVOLVES FROM SLAKOTH (LEVEL 18)

#90 VILEPLUME
GRASS (PAGE 161)

TYPE: GRASS-POISON	ABILITY: CHLOROPHYLL	ITEM: —

EVOLVES FROM GLOOM (LEAF STONE)

#86 VOLBEAT
BUG / HUMAN-LIKE (PAGE 159)

TYPE: BUG	ABILITY: ILLUMINATE / SWARM	ITEM: —

ROUTE 117	RARE

#84 VOLTORB
GENDER UNKNOWN (PAGE 158)

TYPE: ELECTRIC	ABILITY: SOUNDPROOF / STATIC	ITEM: —

NEW MAUVILLE	MANY
NEW MAUVILLE	MIMICKING ITEM BALL

#153 VULPIX
FIELD (PAGE 193)

TYPE: FIRE	ABILITY: FLASH FIRE	ITEM: RAWST BERRY (R)

MT. PYRE (OUTSIDE IN THE GRASS)	SOME

#99 WAILMER
FIELD / WATER 2 (PAGE 166)

TYPE: WATER	ABILITY: WATER VEIL / OBLIVIOUS	ITEM: —

EVER GRANDE CITY, MOSSDEEP CITY & PACIFIDLOG TOWN	SOME (GOOD ROD) & MANY (SUPER ROD)
ROUTES 103, 105 - 109, 110, 115, 121 - 123 & 124 - 134	SOME (GOOD ROD) & MANY (SUPER ROD)
SHOAL CAVE (ENTRANCE & GROUND FLOOR AT HIGH TIDE)	SOME (GOOD ROD) & MANY (SUPER ROD)
SEAFLOOR CAVERN (ENTRANCE, ROOM 6 & 7)	SOME (GOOD ROD) & MANY (SUPER ROD)

#100 WAILORD
FIELD / WATER 2 (PAGE 166)

TYPE: WATER	ABILITY: WATER VEIL / OBLIVIOUS	ITEM: —

EVOLVES FROM WAILMER (LEVEL 40)	
ROUTE 129	RARE

#175 WALREIN
WATER 1 / FIELD (PAGE 204)

TYPE: ICE-WATER	ABILITY: THICK FAT	ITEM: —

EVOLVES FROM SEALEO (LEVEL 44)

#109 WEEZING
AMORPHOUS (PAGE 171)

TYPE: POISON	ABILITY: LEVITATE	ITEM: —

EVOLVES FROM KOFFING (LEVEL 35)

#128 WHISCASH
WATER 2 (PAGE 180)

TYPE: WATER-GROUND	ABILITY: OBLIVIOUS	ITEM: —

EVOLVES FROM BARBOACH (LEVEL 30)	
VICTORY ROAD (B2F) & METEOR FALLS (1F & 2F)	SOME (SUPER ROD)

#45 WHISMUR
MONSTER / FIELD (PAGE 139)

TYPE: NORMAL	ABILITY: SOUNDPROOF	ITEM: CHESTO BERRY (VR)

VICTORY ROAD (GROUND FLOOR)	FEW
ROUTE 116	SOME
RUSTURF TUNNEL & DESERT UNDERPASS	MANY

#139 WIGGLYTUFF
FAIRY (PAGE 186)

TYPE: NORMAL	ABILITY: CUTE CHARM	ITEM: —

EVOLVES FROM JIGGLYPUFF (MOON STONE)

#27 WINGULL
WATER 1 / FLYING (PAGE 130)

TYPE: WATER-FLYING	ABILITY: KEEN EYE	ITEM: —

ROUTES 110, 121 & 123	FEW
ROUTES 103, 104, 115 & 118	SOME
MT. PYRE (OUTSIDE IN THE GRASS)	SOME
DEWFORD TOWN, EVER GRANDE CITY, LILYCOVE CITY, MOSSDEEP CITY, PACIFIDLOG TOWN	MANY
SLATEPORT CITY, ROUTES 103 - 110, 115, 118, 119, 121 - 134	MANY

#161 WOBBUFFET
AMORPHOUS (PAGE 197)

TYPE: PSYCHIC	ABILITY: SHADOW TAG	ITEM: —

EVOLVES FROM WYNAUT (LEVEL 15)	
SAFARI ZONE (SOUTHEAST & SOUTHWEST)	SOME

#14 WURMPLE
BUG (PAGE 123)

TYPE: BUG	ABILITY: SHIELD DUST	ITEM: —

ROUTES 102 & 104, PETALBURG WOODS	SOME
ROUTE 101	MANY

#160 WYNAUT
NONE (PAGE 196)

TYPE: PSYCHIC	ABILITY: SHADOW TAG	ITEM: —

MIRAGE ISLAND	MANY
LAVARIDGE TOWN	RECEIVE AN EGG

#163 XATU
FLYING (PAGE 198)

TYPE: PSYCHIC-FLYING	ABILITY: SYNCHRONIZE / EARLY BIRD	ITEM: —

EVOLVES FROM NATU (LEVEL 25)	
SAFARI ZONE (NORTHEAST)	FEW

#123 ZANGOOSE
FIELD (PAGE 178)

TYPE: NORMAL	ABILITY: IMMUNITY	ITEM: —

TRADE FROM RUBY

#12 ZIGZAGOON
FIELD (PAGE 122)

TYPE: NORMAL	ABILITY: PICKUP	ITEM: ORAN BERRY (VR)

ROUTES 101 - 103, 118 & 119	SOME

#63 ZUBAT
FLYING (PAGE 148)

TYPE: POISON-FLYING	ABILITY: INNER FOCUS	ITEM: —

GRANITE CAVE (GROUND FLOOR - B2F) & VICTORY ROAD (GROUND FLOOR)	SOME
SHOAL CAVE (ENTRANCE & GROUND FLOOR AT HIGH TIDE)	SOME
SHOAL CAVE (ENTRANCE, GROUND FLOOR, B1F & SMALL ICE ROOM)	MANY
SEAFLOOR CAVERN (ROOM 1 - 8), ALTERING CAVE	MANY
CAVE OF ORIGIN (ENTRANCE & GROUND FLOOR) & METEOR FALLS (ENTRANCE)	MANY
SEAFLOOR CAVERN (ENTRANCE, ROOM 6 & 7) & METEOR FALLS (ENTRANCE)	MANY

ITEMS

To acquire items at the Glass Workshop, you'll need to gather ash using the Soot Sack. Ash is measured by the number of steps you take in the ash-covered fields. The letters following an item's price denote the following: "a"= Ash, "p"= Berry Powder, "bp"= Battle Point, "c" = Coins.

HEALTH ITEMS

ITEM	DESCRIPTION	LOCATION	PRICE
Antidote	Cures a Pokémon's Poison condition	Pokémart/Lilycove Dept. Store/Pickup	100
Awakening	Wakes Pokémon with a Sleep condition	Pokémart/Lilycove Dept. Store	250
Blue Flute	Wakes Pokémon with a Sleep condition	Route 113	250a
Burn Heal	Heals a Pokémon's Burn condition	Lilycove Dept. Store/Verdanturf Town/Jagged Pass	250
Elixir	Restores 10 PP to all attacks	Sootopolis City/Routes 110, 111, 119, 123/Pickup	—
Energy Root	Restores 200 HP but tastes bitter	Lavaridge Town	800/80p
Energypowder	Restores 50 HP but tastes bitter	Lavaridge Town/Slateport City/Route 114	500/50p
Ether	Restores 10 PP to one attack	Petalburg City/Route 116	—
Fresh Water	Restores 50 HP	Lilycove Dept. Store	200
Full Heal	Cures all status conditions	Pokémart/Lilycove Dept. Store/Route 120/ Meteor Falls/New Mauville/Victory Road/Pickup	600
Full Restore	Cures all status conditions and restores all HP	Ever Grande City/Trainer Hill/Magma Hideout/ Victory Road/Pickup	3,000
Heal Powder	Cures all status conditions but tastes bitter	Lavaridge Town/Slateport City/Route 115	450/50p
Hyper Potion	Restores 200 HP	Pokémart/Lilycove Dept. Store/Fallarbor Town/ Routes 113, 118, 119, 120	1,200
Ice Heal	Heals a Pokémon's Ice condition	Verdanturf Town/Lilycove Dept. Store/Shoal Cave	250
Lava Cookie	Cures any status condition	Mt. Chimney	200
Lemonade	Restores 80 HP	Lilycove Dept. Store	350
Max Elixir	Restores all PP to all moves	Magma Hideout/Aqua Hideout/Victory Road	—
Max Ether	Restores all PP to one move	Route 113/Rusturf Tunnel	—
Max Potion	Restores all HP	Lilycove Dept. Store/Sootopolis City/Mt. Pyre	2,500
Max Revive	Revives a fainted Pokémon & restores all HP and PP	Petalburg City/Route 133/Magma Hideout/Safari Zone/Pickup	—
MooMoo Milk	Restores 100 HP	Safari Zone (Miltank holds it)	—
Paralyze Heal	Cures a Pokémon's Paralyze condition	Pokémart/Lilycove Dept. Store/New Mauville	200
Potion	Restores 20 HP	Pokémart/Lilycove Dept. Store/Littleroot Town Oldale Town/Routes 104, 116/Pickup	300
Red Flute	Disrupts a Pokémon's attraction	Route 113	500a
Revival Herb	Revives fainted Pokémon but tastes bitter	Lavaridge Town/Slateport City/Route 123	2,800/300p
Revive	Revives fainted Pokémon and restores 1/2 of its HP	Pokémart/Lilycove Dept. Store/Routes 117, 120, 121/ Abandoned Ship/Pickup	1,500
Sacred Ash	Revives all fainted Pokémon	Battle Frontier (can be used only in Battle Pyramid)	—
Soda Pop	Restores 60 HP	Lilycove Dept. Store/Seashore House	300
Super Potion	Restores 50 HP	Pokémart/Lilycove Dept. Store/Routes 115, 118/Pickup	700
Yellow Flute	Cures Pokémon's Confuse condition	Route 113	500a

POKé BALLS

ITEM	DESCRIPTION	LOCATION	PRICE
Dive Ball	Better against Pokémon on the ocean floor	Mossdeep City/Abandoned Ship	1,000
Great Ball	Catches Pokémon better than a Poké Ball	Pokémart/Lilycove Dept. Store/Rustboro City/Routes 115, 117/Petalburg Woods	600
Luxury Ball	Caught Pokémon will be friendlier	Lilycove Dept. Store/Abandoned Ship	—
Master Ball	Always catches a Pokémon	Aqua Hideout/Pokémon Lottery	—
Nest Ball	Better against lower-level Pokémon	Verdanturf Town/Route 120/Aqua's Hideout	1,000
Net Ball	Better against Bug-type and Water-type Pokémon	Mossdeep City	1,000
Poké Ball	The basic ball used to catch Pokémon	Pokémart/Lilycove Dept. Store/Littleroot Town/Route 104/Granite Cave	200
Premier Ball	Same as Poké Ball except for design	Given when you buy 10 Poké Balls at once/Rustboro City	—
Repeat Ball	Better against kinds already caught	Rustboro City/Route 116	1,000
Safari Ball	Use against Pokémon in Safari Zone (quantity: 30)	Safari Zone	500
Timer Ball	Better success as the battle rages on	Rustboro City/Trick House	1,000
Ultra Ball	Catches Pokémon better than Great Ball	Pokémart/Lilycove Dept. Store/Route 123/New Mauville/Mt. Pyre	1,200

HELPFUL ITEMS

ITEM	DESCRIPTION	LOCATION	PRICE
Black Flute	Repels weak wild Pokémon	Route 113	1,000a
Escape Rope	Provides a quick escape from caves	Pokémart/Lilycove Dept. Store/Granite cave/Magma Hideout/Pickup	550
Fluffy Tail	Provides escape from battle with wild Pokémon	Verdanturf Town/Lilycove Dept. Store	1,000
Max Repel	Repels weak wild Pokémon for 250 steps	Pokémart/Lilycove Dept. Store/Lilycove City	700
Repel	Repels weak wild Pokémon for 100 steps	Pokémart/Lilycove Dept. Store/Route 116/Granite Cave/Pickup	350
Super Repel	Repels weak wild Pokémon for 200 steps	Pokémart/Lilycove Dept. Store/Routes 113, 119/Mt. Pyre	500
White Flute	Allows you to meet wild Pokémon more frequently	Route 113	1,000a

SKILL- AND LEVEL-INCREASING ITEMS

ITEM	DESCRIPTION	LOCATION	PRICE
Calcium	Raises Special Attack permanently	Slateport City/Lilycove Dept. Store/Battle Frontier/ Route 123/Safari Zone	9,800/1bp/1,000p
Carbos	Raises Speed permanently	Slateport City/Lilycove Dept. Store/Battle Frontier/ Routes 121, 127, 134	9,800/1bp/1,000p
Dire Hit	Increases chance of a critical hit for one battle	Pokémart/Lilycove Dept. Store/Route 110	650
Fire Stone	Evolves specific Pokémon	Fiery Path/Route 124	—
Guard Spec.	Guards against Special Attacks for one battle	Verdanturf Town/Lilycove Dept. Store/Route 103	700
HP Up	Raises maximum HP permanently	Slateport City/Lilycove Dept. Store/Trainer Hill/ Battle Frontier/Routes 111, 116	9,800/1bp/1,000p
Iron	Raises Defense permanently	Slateport City/Lilycove Dept. Store/Battle Frontier/ Routes 105, 115	9,800/1bp/1,000p
Leaf Stone	Evolves specific Pokémon	Routes 119, 124	—
Moon Stone	Evolves specific Pokémon	Meteor Falls/Wild Lunatone	—
PP Max	Raises PP to its maximum upper limit permanently	Trick House/Magma's Hideout	—
PP Up	Raises PP permanently	Lilycove City/Routes 103, 104, 109, 115, 123/Meteor Falls/Victory Road	1,000p
Protein	Raises Attack permanently	Slateport City/Lilycove Dept. Store/Battle Frontier/ Routes 106, 114, 132	9,800/1bp/1,000p
Rare Candy	Raises Pokémon's level by one permanently	Routes 114, 119, 127, 132/Granite Cave/Trick House/Magma Hideout/Shoal cave	—
Sun Stone	Evolves specific Pokémon	Weather Institute/Wild Solrock	—
Thunderstone	Evolves specific Pokémon	Route 124/New Mauville	—
Water Stone	Evolves specific Pokémon	Route 124/Abandoned Ship	—
X Accuracy	Increases Accuracy for one battle	Mauville City/Lilycove Dept. Store/Trainer Hill/Route 104	950
X Attack	Increases Attack for one battle	Pokémart/Lilycove Dept. Store/Petalburg Woods	500
X Defend	Increases Defense for one battle	Pokémart/Lilycove Dept. Store/Rustboro City	550
X Special	Raises Special Attack for one battle	Pokémart/Lilycove Dept. Store/Route 116	350
X Speed	Increases Speed for one battle	Pokémart/Lilycove Dept. Store/Mauville City	350
Zinc	Raises Special Defense permanently	Lilycove Dept. Store/Battle Frontier/Routes 119, 121, 127	9,800/1bp/1,000p

KEY ITEMS

ITEM	DESCRIPTION	LOCATION
Acro Bike	Allows you to hop up steep steps and along narrow bridges	Mauville City
Claw Fossil	Changes into Anorith at Devon Corporation	Mirage Tower (or Desert Underpass)
Coin Case	Holds coins for the Mauville Game Corner	Mauville City
Devon Goods	Are manufactured for Capt. Stern by Devon Corporation	Rustboro City
Devon Scope	Allows you to find invisible Pokémon	Route 120
Go-Goggles	Allow you to enter the Route 111 sandstorm area	Lavaridge Town
Good Rod	Hooks more Pokémon than Old Rod	Route 118
Itemfinder**	Helps you find hidden items	Route 110
Letter	A letter for Steven	Rustboro City
Mach Bike	Allows you to ride up slippery slopes and speed across fragile floors	Mauville City
Magma Emblem	Allows you to enter Magma's Hideout	Mt. Pyre
Meteorite	Contains cosmic power	Mt. Chimney
Old Rod	Lets you fish for Pokémon	Dewford Town
PokéBlock Case	Contains PokéBlocks made with the Berry Blender	Lilycove City
Powder Bag	Used to keep the berry powder made by Berry Crusher	Slateport City
RM. 1 Key	Used to enter Room 1 on Abandoned Ship	Abandoned Ship
RM. 2 Key	Used to enter Room 2 on Abandoned Ship	Abandoned Ship
RM. 4 Key	Used to enter Room 4 on Abandoned Ship	Abandoned Ship
RM. 6 Key	Used to enter Room 6 on Abandoned Ship	Abandoned Ship
Root Fossil	Changes into Lileep at Devon Corporation	Mirage Tower (or Desert Underpass)
Scanner	Can be exchanged by Capt. Stern for Deepseatooth or Deepseascale	Abandoned Ship
Soot Sack	Gathers volcanic ashes while walking in ash-covered fields	Route 113
S.S. Ticket	Allows passage on *S.S. Tidal*	Littleroot Town
Storage Key	Used to enter the Storage Room on Abandoned Ship	Abandoned Ship
Super Rod	Hooks more Pokémon than Good Rod	Mossdeep City
Underground Key	Used to enter New Mauville	Mauville City
Wailmer Pail	Used to water berry plants to encourage berry growth	Route 104

** Use the Itemfinder wherever you go to reveal hidden items.

HELD ITEMS FOR POKéMON

ITEM	DESCRIPTION	LOCATION
Amulet Coin	Doubles earnings from Pokémon battles	Littleroot Town
Black Belt	Increases power of Fighting-type attacks	Route 115 (after the 5th battle with Blackbelt Nob)
Blackglasses	Increases power of Dark-type attacks	Route 116
Blue Scarf	Raises Beauty condition during Pokémon Contests	Slateport City
Bright Powder	Lowers opponent's Accuracy	Battle Frontier
Charcoal	Increases power of Fire-type attacks	Lavaridge Town
Choice Band	Multiplies move power used first by 1.5; can't use other moves	Battle Frontier
Cleanse Tag	Repels wild Pokémon	Mt. Pyre
Deepseascale	Doubles Clamperl's Special Defense; evolves Clamperl during trade	Slateport City
Deepseatooth	Doubles Clamperl's Special Attack; evolves Clamperl during trade	Slateport City
Dragon Fang	Increases power of Dragon-type attacks	Meteor Falls (after the 5th battle with Dragon Tamer Nicolas)
Dragon Scale	Evolves Seadra during a trade	Wild Horsea, Bagon
Everstone	Prevents a Pokémon from evolving	Granite Cave/Wild Geodude, Graveler
Exp. Share	Gives Pokémon an extra share of experience	Rustboro City/Lilycove Dept. Store
Focus Band	Prevents a Pokémon from fainting occasionally	Shoal cave/Battle Frontier
Green Scarf	Raises Clever condition during Pokémon Contests	Slateport City
Hard Stone	Increases power of Rock-type attacks	Trick House/Wild Aron, Lairon
King's Rock	May cause flinching when opponent is hit	Mossdeep City/Battle Frontier/Wild Hariyama
Lax Incense	Lowers opponent's Accuracy; also encourages Wobbuffet to produce an Egg when in Pokémon Day Care	Mt. Pyre
Leftovers	Restores HP gradually during battle	*S.S. Tidal*/Battle Frontier
Light Ball	Doubles Pikachu's Special Attack	Wild Pikachu
Macho Brace	Grows stats better but halves Speed	Route 111
Magnet	Increases power of Electric-type attacks	Trick House
Mental Herb	Prevents your Pokémon from becoming attracted to opponent	Fortree City/Battle Frontier
Metal Coat	Increases power of Steel-type attacks	Wild Magnemite, Magneton
Metal Powder	Doubles Pokémon's Defense	Wild Ditto
Mind Dew	Raises Special Attack and Special Defense of Latias or Latios	Southern Island
Miracle Seed	Increases power of Grass-type attacks	Petalburg Woods
Mystic Water	Increases power of Water-type attacks	Weather Institute
Nevermeltice	Increases power of Ice-type attacks	Shoal Cave
Pink Scarf	Raises Cute condition during Pokémon Contests	Slateport City
Poison Barb	Increases power of Poison-type attacks	Wild Roselia, Cacnea
Quick Claw	Increases chances of attacking first	Rustboro City/Battle Frontier/Wild Sandshrew
Red Scarf	Raises Cool condition during Pokémon Contests	Slateport City
Scope Lens	Increases chances of scoring a critical hit	Battle Frontier
Sea Incense	Increases power of Water-type attacks; also encourages Marill to produce an Egg when in Pokémon Day Care	Mt. Pyre
Sharp Beak	Increases power of Flying-type attacks	Wild Doduo, Dodrio
Shell Bell	Restores HP by 1/8 of damage to opponent	Shoal Cave
Silk Scarf	Increases power of Normal-type attacks	Dewford Town
Silver Powder	Increases power of Bug-type attacks	Route 120 (after 5th battle with Bug Maniac Brandon)
Smoke Ball	Allows escape from wild Pokémon	Trick House/Wild Koffing
Soft Sand	Increases power of Ground-type attacks	Route 109/Wild Trapinch
Soothe Bell	Speeds development of Pokémon's friendship	Slateport City
Spell Tag	Increases power of Ghost-type attacks	Wild Shuppet, Banette, Duskull, Dusclops
Twistedspoon	Increases power of Psychic-type attacks	Wild Abra
White Herb	Cures status condition	Route 104/Battle Frontier
Yellow Scarf	Raises Tough condition during Pokémon Contests	Slateport City

ITEMS TO EXCHANGE

ITEM	DESCRIPTION	LOCATION
Blue Shard	Exchange for Water Stone from Diving Treasure Hunter on Route 124	Route 124/Wild Clamperl
Green Shard	Exchange for Leaf Stone from Diving Treasure Hunter on Route 124	Route 126/Wild Relicanth
Heart Scale	Give to Move Tutor for him to teach Pokémon a move	Wild Luvdisc
Red Shard	Exchange for Fire Stone from Diving Treasure Hunter on Route 124	Route 124/Wild Corsola
Shoal Salt	Give four of these and four Shoal Shells to Shoal Cave man to get Shell Bell	Shoal Cave
Shoal Shell	Give four of these and four Shoal Salts to Shoal Cave man to get Shell Bell	Shoal Cave
Yellow Shard	Exchange for Thunderstone from Diving Treasure Hunter on Route 124	Route 124/Wild Chinchou

ITEMS TO SELL

ITEM	DESCRIPTION	LOCATION
Big Pearl	Sell for a high price	Route 133/Shoal Cave/Wild Gulpin
Nugget	Sell for a high price	Route 112, 123/Wild Grimer
Pearl	Sell for a high price	Route 124, 126, 128 (all only on ocean floor)
Star Piece	Sell for a high price	Route 108, 133/Wild Staryu
Stardust	Sell for a high price	Route 106, 111/Wild Staryu
Tinymushroom	Sell for a low price	Petalburg Woods

MAIL

ITEM	DESCRIPTION	LOCATION	PRICE
Bead Mail	Has image of holding Pokémon on it	Trick House	—
Glitter Mail	Has Pikachu printed on it	Trick House	—
Harbor Mail	Has Wingull printed on it	Slateport City/Abandoned Ship/Trick House	50
Mech Mail	Has Magnemite printed on it	Lilycove Dept. Store/Trick House	50
Orange Mail	Has Zigzagoon printed on it	Petalburg City/Trick House	50
Retro Mail	Has three Pokémon printed on it	Battle Frontier	—
Shadow Mail	Has Duskull printed on it	Sootopolis City/Trick House	50
Tropic Mail	Has Bellossom printed on it	Trick House	—
Wave Mail	Has Wailmer printed on it	Lilycove Dept. Store/Trick House	50
Wood Mail	Has Slakoth printed on it	Fortree City/Trick House	50

BERRIES

A Pokémon that holds a berry may use it on its own during a battle.

ITEM	DESCRIPTION	LOCATION	FLAVORS
Aguav Berry	Eliminates Sleep condition; confuses Pokémon that dislike its bitter flavor	Mossdeep City/Route 120	Bitter
Aspear Berry	Eliminates Ice condition	Lilycove City/Routes 104, 120, 121, 123	Sour
Belue Berry	Grows into Belue Berry plant	Lilycove City/Mossdeep City/Route 123	Spicy, Sour
Bluk Berry	Grows into Bluk Berry plant	Mossdeep City/Routes 114, 115	Dry, Sweet
Cheri Berry	Eliminates Paralyze condition	Lilycove City/Routes 103, 104	Spicy
Chesto Berry	Eliminates Sleep condition	Lilycove City/Routes 104, 116, 121, 123	Dry
Cornn Berry	Grows into Cornn Berry plant	Mossdeep City/Sootopolis City/Route 123	Dry, Sweet
Durin Berry	Grows into Durin Berry plant	Lilycove City/Mossdeep City/Route 123	Sour, Bitter
Figy Berry	Restores HP when it's half or lower; confuses Pokémon that dislike its spicy flavor	Mossdeep City/Sootopolis City/Route 120	Spicy
Grepa Berry	Grows into Grepa Berry plant	Mossdeep City/Sootopolis City/Route 123	Dry, Sweet, Sour
Hondew Berry	Grows into Hondew Berry plant	Mossdeep City/Sootopolis City/Routes 119, 123	Dry, Spicy, Bitter
Iapapa Berry	Restores HP when it's half or lower; confuses Pokémon that dislike its sour flavor	Mossdeep City/Sootopolis City/Route 120	Sour
Kelpsy Berry	Grows into Kelpsy Berry plant	Mossdeep City/Sootopolis City/Routes 115, 123	Dry, Sour, Bitter
Lansat Berry	Increases chances of scoring a critical hit when HP is low	Battle Frontier	Dry, Sweet, Spicy, Sour, Bitter
Leppa Berry	Restores PP when it's zero	Lilycove City/Mossdeep City/Routes 103, 104, 119, 123	Sweet, Spicy, Sour, Bitter
Liechi Berry	Raises power of attacks when HP is low	Route 130	Sweet, Spicy, Sour
Lum Berry	Cures any status condition	Lilycove City/Mossdeep City/Route 123	Dry, Sweet, Spicy, Sour, Bitter
Mago Berry	Restores HP when it's half or lower; confuses Pokémon that dislike its sweet flavor	Mossdeep City/Route 120	Sweet
Magost Berry	Grows into Magost Berry plant	Mossdeep City/Sootopolis City/Route 123	Sweet, Bitter
Nanab Berry	Grows into Nanab Berry plant	Mossdeep City/Routes 110, 114, 120, 121	Sweet, Bitter
Nomel Berry	Grows into Nomel Berry plant	Mossdeep City/Sootopolis City/Route 123	Spicy, Sour
Oran Berry	Restores 10 HP when it's half or lower	Lilycove City/Routes 102, 104, 111, 123	Dry, Sweet, Spicy, Sour, Bitter
Pamtre Berry	Grows into Pamtre Berry plant	Mossdeep City/Route 123	Dry, Sweet
Pecha Berry	Eliminates Poison condition	Lilycove City/Routes 102, 104, 112, 120, 123	Sweet
Persim Berry	Eliminates Confusion condition	Lilycove City/Routes 104, 114, 121, 123	Dry, Sweet, Spicy, Sour, Bitter
Pinap Berry	Grows into Pinap Berry plant	Mossdeep City/Routes 114, 116, 120	Spicy, Sour
Pomeg Berry	Grows into Pomeg Berry plant	Mossdeep City/Sootopolis City/Routes 119, 123	Sweet, Spicy, Bitter
Qualot Berry	Grows into Qualot Berry plant	Mossdeep City/Sootopolis City/Route 123	Sweet, Spicy, Sour
Rabuta Berry	Grows into Rabuta Berry plant	Mossdeep City/Sootopolis City/Route 123	Sour, Bitter
Rawst Berry	Eliminates Burn condition	Lilycove City/Routes 104, 112, 121, 123	Bitter
Razz Berry	Grows into Razz Berry	Mossdeep City/Routes 111, 114, 120	Dry, Spicy
Sitrus Berry	Restores 30 HP when it's half or lower	Lilycove City/Mossdeep City/Routes 118, 119, 123	Dry, Sweet, Spicy, Sour, Bitter
Spelon Berry	Grows into Spelon Berry plant	Mossdeep City/Route 123	Dry, Spicy
Starf Berry	Raises Attack or Defense or SA or SD or Speed	Battle Frontier	Dry, Sweet, Spicy, Sour, Bitter
Tamato Berry	Grows into Tamato Berry plant	Mossdeep City/Sootopolis City/Route 123	Dry, Spicy
Watmel Berry	Grows into Watmel Berry plant	Lilycove City/Mossdeep City/Route 123	Sweet, Bitter
Wepear Berry	Grows into Wepear Berry plant	Mossdeep City/Routes 114, 117, 120	Sour, Bitter
Wiki Berry	Restores HP when it's half or lower; confuses Pokémon that dislike its dry flavor	Mossdeep City/Route 120	Dry

DECORATIVE ITEMS

DESKS

ITEM	LOCATION	PRICE
Brick Desk	Fortree City	9,000
Camp Desk	Fortree City	9,000
Comfort Desk	Fortree City	6,000
Hard Desk	Fortree City	9,000
Heavy Desk	Fortree City	6,000
Pretty Desk	Route 113	8,000*
Pokémon Desk	Fortree City	3,000
Ragged Desk	Fortree City	6,000
Small Desk	Fortree City	3,000

CHAIRS

ITEM	LOCATION	PRICE
Brick Chair	Fortree City	2,000
Camp Chair	Fortree City	2,000
Comfort Chair	Fortree City	2,000
Hard Chair	Fortree City	2,000
Heavy Chair	Fortree City	2,000
Pretty Chair	Route 113	6,000*
Pokémon Chair	Fortree City	2,000
Ragged Chair	Fortree City	2,000
Small Chair	Fortree City	2,000

PLANTS

ITEM	LOCATION	PRICE
Big Plant	Route 104	5,000
Colorful Plant	Route 104	5,000
Gorgeous Plant	Route 104	5,000
Pretty Plant	Route 104	3,000
Red Plant	Route 104	3,000
Tropical Plant	Route 104	3,000

ORNAMENTS

ITEM	LOCATION	PRICE
Blue Balloon	Slateport City	500
Blue Brick	Slateport City	500
Blue Tent	Trick House	—
Breakable Door	Lilycove Dept. Store	3,000
Cute TV	Lilycove Dept. Store	15,000
Fence Length	Lilycove Dept. Store	500
Fence Width	Lilycove Dept. Store	500
Glass Ornament	Lilycove City	—
Gold Shield	Battle Frontier	—
Mud Ball	Lilycove Dept. Store	200
Red Balloon	Slateport City	500
Red Brick	Slateport City	500
Red Tent	Trick House	—
Round TV	Lilycove Dept. Store	15,000
Sand Ornament	Lilycove Dept. Store	3,000
Silver Shield	Battle Frontier	—
Slide	Lilycove Dept. Store	8,000
Solid Board	Lilycove Dept. Store	3,000
Stand	Lilycove Dept. Store	7,000
Tire	Lilycove Dept. Store	800
TV	Lilycove Dept. Store	12,000
Yellow Balloon	Slateport City	500
Yellow Brick	Slateport City	500

* To acquire items at the Glass Workshop, you'll need to gather ash using the Soot Sack. Ash is measured by the number of steps you take in the ash-covered fields.

** To get prize items at the Mauville Game Corner, you'll need to buy or win Game Corner Coins then exchange them for prizes at the cashier window.

MATS

ITEM	LOCATION	PRICE
A Note Mat	Slateport City	500
Attract Mat	Lilycove Dept. Store	4,000
B Note Mat	Slateport City	500
C High Note Mat	Slateport City	500
C Low Note Mat	Slateport City	500
D Note Mat	Slateport City	500
E Note Mat	Slateport City	500
Fire Blast Mat	Lilycove Dept. Store	4,000
Fissure Mat	Lilycove Dept. Store	4,000
F Note Mat	Slateport City	500
Glitter Mat	Lilycove Dept. Store	2,000
G Note Mat	Slateport City	500
Jump Mat	Lilycove Dept. Store	2,000
Powder Snow Mat	Lilycove Dept. Store	4,000
Spikes Mat	Lilycove Dept. Store	4,000
Spin Mat	Lilycove Dept. Store	2,000
Surf Mat	Lilycove Dept. Store	4,000
Thunder Mat	Lilycove Dept. Store	4,000

POSTERS

ITEM	LOCATION	PRICE
Ball Poster	Lilycove Dept. Store	1,000
Blue Poster	Lilycove Dept. Store	1,000
Cute Poster	Lilycove Dept. Store	1,000
Green Poster	Lilycove Dept. Store	1,000
Kiss Poster	Battle Frontier	16bp
Long Poster	Lilycove Dept. Store	1,500
Pika Poster	Lilycove Dept. Store	1,500
Red Poster	Lilycove Dept. Store	1,000
Sea Poster	Lilycove Dept. Store	1,500
Sky Poster	Lilycove Dept. Store	1,500

DOLLS

ITEM	LOCATION	PRICE
Azurill Doll	Lilycove Dept. Store/Slateport City	3,000
Baltoy Doll	Lilycove Dept. Store	3,000
Blastoise Doll	Battle Frontier	256bp
Charizard Doll	Battle Frontier	256bp
Chikorita Doll	Battle Frontier	80bp
Clefable Doll	Battle Frontier	48bp
Cyndaquil Doll	Battle Frontier	80bp
Ditto Doll	Battle Frontier	48bp
Duskull Doll	Lilycove Dept. Store	3,000
Gulpin Doll	Lilycove Dept. Store	3,000
Jigglypuff Doll	Lilycove Dept. Store	3,000
Kecleon Doll	Lilycove Dept. Store	3,000
Lapras Doll	Battle Frontier	128bp
Lotad Doll	Route 114	—
Marill Doll	Lilycove Dept. Store/Slateport City	3,000
Meowth Doll	Battle Frontier	48bp
Mudkip Doll	Mauville City	1,000c**
Pichu Doll	Lilycove Dept. Store	3,000
Pikachu Doll	Lilycove Dept. Store	3,000
Rhydon Doll	Lilycove Dept. Store	10,000
Skitty Doll	Lilycove Dept. Store/Slateport City	3,000
Smoochum Doll	Battle Frontier	32bp
Snorlax Doll	Battle Frontier	128bp
Swablu Doll	Lilycove Dept. Store	3,000
Togepi Doll	Battle Frontier	48bp
Torchic Doll	Mauville City	1,000c**
Totodile	Battle Frontier	80bp
Treecko Doll	Mauville City	1,000c**
Venusaur Doll	Battle Frontier	256bp
Wailmer Doll	Lilycove Dept. Store/Sootopolis City	10,000
Wynaut Doll	Lilycove Dept. Store	3,000

DECORATIVE ITEMS CONTINUED...

CUSHIONS

ITEM	LOCATION	PRICE
Ball Cushion	Lilycove Dept. Store	2,000
Diamond Cushion	Lilycove Dept. Store	2,000
Fire Cushion	Lilycove Dept. Store	2,000
Grass Cushion	Lilycove Dept. Store	2,000
Kiss Cushion	Battle Frontier	32bp
Pika Cushion	Lilycove Dept. Store	2,000
Round Cushion	Lilycove Dept. Store	2,000
Spin Cushion	Lilycove Dept. Store	2,000
Water Cushion	Lilycove Dept. Store	2,000
Zigzag Cushion	Lilycove Dept. Store	2,000

TECHNICAL MACHINES (TMs)

TM	ABILITY	LOCATION	PRICE
01	Focus Punch	Route 115	—
02	Dragon Claw	Meteor Falls	—
03	Water Pulse	Sootopolis City Gym	—
04	Calm Mind	Mossdeep City Gym	—
05	Roar	Route 114	—
06	Toxic	Fiery Path	—
07	Hail	Shoal Cave	—
08	Bulk Up	Dewford Town Gym	—
09	Bullet Seed	Route 104	—
10	Hidden Power	Slateport City/Fortree City	3,000
11	Sunny Day	Scorched Slab	—
12	Taunt	Trick House	—
13	Ice Beam	Mauville City/Abandoned Ship	4,000c**
14	Blizzard	Lilycove Dept. Store	5,500
15	Hyper Beam	Lilycove Dept. Store	7,500
16	Light Screen	Lilycove Dept. Store	3,000
17	Protect	Lilycove Dept. Store	3,000
18	Rain Dance	Abandoned Ship	—
19	Giga Drain	Route 123	—
20	Safeguard	Lilycove Dept. Store	3,000
21	Frustration	Pacifidlog Town	—
22	Solarbeam	Safari Zone	—
23	Iron Tail	Meteor Falls	—
24	Thunderbolt	Mauville City	4,000c**
25	Thunder	Lilycove Dept. Store	5,500
26	Earthquake	Seafloor Cavern	—
27	Return	Fallarbor Town/Pacifidlog Town	—
28	Dig	Route 114	—
29	Psychic	Mauville City/Victory Road	3,500c**
30	Shadow Ball	Mt. Pyre	—
31	Brick Break	Sootopolis City	—
32	Double Team	Mauville City	1,500c**
33	Reflect	Lilycove Dept. Store	3,000
34	Shock Wave	Mauville City Gym	—
35	Flamethrower	Mauville City	4,000c**
36	Sludge Bomb	Dewford Town	—
37	Sandstorm	Route 111	—
38	Fire Blast	Lilycove Dept. Store	5,500
39	Rock Tomb	Rustboro City Gym	—
40	Aerial Ace	Fortree City Gym	—
41	Torment	Slateport City	—
42	Facade	Petalburg City Gym	—
43	Secret Power	Slateport City/Route 111	3,000
44	Rest	Lilycove City	—
45	Attract	Verdanturf Town	—
46	Thief	Slateport City	—
47	Steel Wing	Granite Cave	—
48	Skill Swap	Mt. Pyre	—
49	Snatch	*S.S. Tidal*	—
50	Overheat	Lavaridge Town Gym	—

HIDDEN MACHINES (HMs)

HM	ABILITY	LOCATION
01	Cut	Rustboro City
02	Fly	Route 119
03	Surf	Petalburg City
04	Strength	Rusturf Tunnel
05	Flash	Granite Cave
06	Rock Smash	Mauville City
07	Waterfall	Cave of Origin
08	Dive	Mossdeep City

LEARNED MOVES

ABILITY	LOCATION
Body Slam	Battle Frontier (48 bp)
Counter	Battle Frontier (48 bp)
Defense Curl	Battle Frontier (16 bp)
Double-Edge	Sootopolis City
Dream Eater	Battle Frontier (24 bp)
Dynamicpunch	Mossdeep City
Endure	Battle Frontier (48 bp)
Explosion	Pacifidlog Town
Fire Punch	Battle Frontier (48 bp)
Fury Cutter	Verdanturf Town
Ice Punch	Battle Frontier (48 bp)
Icy Wind	Battle Frontier (24 bp)
Mega Kick	Battle Frontier (48 bp)
Mega Punch	Battle Frontier (24 bp)
Metronome	Fallarbor Town
Mimic	Lavaridge Town
Mud-Slap	Battle Frontier (24 bp)
Psych Up	Battle Frontier (48 bp)
Rock Slide	Battle Frontier (48 bp)
Rollout	Mauville City
Seismic Toss	Battle Frontier (24 bp)
Sleep Talk	Fortree City
Snore	Battle Frontier (24 bp)
Softboiled	Battle Frontier (16 bp)
Substitute	Lilycove City
Swagger	Slateport City
Swift	Battle Frontier (24 bp)
Swords Dance	Battle Frontier (48 bp)
Thunder Wave	Battle Frontier (48 bp)
Thunderpunch	Battle Frontier (48 bp)

ABILITIES

ABILITY	DESCRIPTION
Air Lock	Prevents Pokémon from being affected by weather during battle
Arena Trap	Prevents foe from switching Pokémon or escaping; not effective against Flying-types and Pokémon with Levitate/ Increases chances of meeting wild Pokémon when the Pokémon is in the lead team position
Battle Armor	Helps Pokémon avoid critical hits
Blaze	Multiplies power of Pokémon's Fire-type attacks by 1.5 when its HP falls below 1/3 its maximum
Chlorophyll	Doubles a Pokémon's Speed when sunlight is strong
Clear Body	Prevents an opponent's move from lowering your Pokémon's stats
Cloud Nine	Prevents weather influence on all Pokémon in battle
Color Change	Changes Pokémon's type to match type of a move that hits it
Compoundeyes	Increases accuracy 30%/Increases chances of meeting wild Pokémon holding the item when the Pokémon is in the lead team position
Cute Charm	Attracts opponent Pokémon 30% of the time when opponent strikes Pokémon/ Increases chances of meeting wild Pokémon of opposite gender when the Pokémon is in the lead team position
Damp	Prevents all Pokémon in battle from using Selfdestruct and Explosion
Drizzle	Changes weather to rain during battle
Drought	Changes weather to strong sunlight during battle
Early Bird	Causes Pokémon to wake earlier from Sleep conditions
Effect Spore	Afflicts opponent Pokémon with a Poison, Paralyze or Sleep condition 10% of the time when it attacks Pokémon directly
Flame Body	Afflicts opponent Pokémon with a Burn condition 30% of the time when it attacks Pokémon directly/ Increases chances of hatching the Pokémon's Egg when the Pokémon is in the team
Flash Fire	Prevents damage from Fire-type attacks and increases power of Pokémon's Fire-type attacks
Forecast	Changes Castform to a form and type that's connected to weather (strong sunlight=Fire-type, rain=Water-type, Hail=Ice-type)
Guts	Multiplies power of Pokémon's attacks by 1.5 when it has a status condition
Huge Power	Increases power of Pokémon's attacks, but the effect is reduced by half when its ability is changed (e.g., Skill Swap)
Hustle	Multiplies power of Pokémon's attacks by 1.5, but its Accuracy of physical attacks is reduced to 80%/ Increases chances of meeting wild Pokémon of higher level when the Pokémon is in the lead team position
Hyper Cutter	Prevents effects that reduce the Pokémon's attack power
Illuminate	Increases chances of meeting wild Pokémon when the Pokémon is in the lead team position
Immunity	Prevents Pokémon from getting a Poison condition
Inner Focus	Prevents Pokémon from flinching
Insomnia	Prevents Pokémon from getting a Sleep condition
Intimidate	Reduces the opponent's attack power/Decreases chances of meeting wild Pokémon of lower level when the Pokémon is in the lead team position
Keen Eye	Protects Pokémon from Accuracy reduction/ Decreases chances of meeting wild Pokémon of lower level when the Pokémon is in the lead team position
Levitate	Prevents Pokémon from getting struck by Ground-type attacks
Lightningrod	Draws Electric-type attacks away from partner to Pokémon when it's in a two-on-two battle/ Increases chances of being called by PokéNav when the Pokémon is in the lead team position
Limber	Prevents Pokémon from getting a Paralyze condition
Liquid Ooze	Causes damage when opponent Pokémon attempts to absorb its HP
Magma Armor	Prevents Pokémon from getting an Ice condition/Increases chances of hatching the Pokémon's Egg when the Pokémon is in the team
Magnet Pull	Prevents Steel-type opponents from escaping/ Increases chances of meeting wild Steel-type Pokémon when the Pokémon is in the lead team position
Marvel Scale	Multiplies defense by 1.5 when it has a status condition
Minus	Multiplies Special Attack by 1.5 when positively charged Pokémon is also in battle
Natural Cure	Cures a Pokémon's status condition when the Pokémon is withdrawn from battle
Oblivious	Prevents Pokémon from becoming attracted
Overgrow	Multiplies power of Grass-type attacks by 1.5 when its HP falls below 1/3 its maximum
Own Tempo	Prevents Pokémon from getting a Confuse condition
Pickup	Picks up items from opponent Pokémon after battle/Picked-up items will be different according to the Pokémon's level (see page 7)
Plus	Multiplies Special Attack power by 1.5 when negatively charged Pokémon is also in battle
Poison Point	Afflicts opponent Pokémon with a Poison condition 30% of the time when it attacks Pokémon directly
Pressure	Reduces opponent Pokémon's PP by two every time it damages Pokémon/ Increases chances of meeting wild Pokémon of higher level when the Pokémon is in the lead team position
Pure Power	Increases power of Pokémon's attacks, but the effect is reduced by half when the ability is changed (e.g., Skill Swap)
Rain Dish	Recovers HP in every turn when it's raining during battle
Rock Head	Prevents Pokémon from incurring damage when it uses Submission, Take Down or Double-Edge
Rough Skin	Causes opponent's HP to decrease when opponent attacks Pokémon directly
Run Away	Allows Pokémon to escape from wild Pokémon
Sand Stream	Summons a sandstorm during battle
Sand Veil	Allows Pokémon to evade moves more easily during sandstorms/ Decreases chances of meeting wild Pokémon while sandstorm when the Pokémon is in the lead team position
Serene Grace	Doubles the chance that any attack's secondary effects will work
Shadow Tag	Prevents foe from changing Pokémon or escaping
Shed Skin	Gives a Pokémon a 30% chance of curing its status conditions every turn

ABILITIES CONTINUED...

ABILITY	DESCRIPTION
Shell Armor	Prevents Pokémon from critical hits
Shield Dust	Shields Pokémon from the secondary effects from moves
Soundproof	Frees Pokémon from Grasswhistle, Growl, Heal Bell, Hyper Voice, Metal Sound, Perish Song, Roar, Screech, Sing, Snore, Supersonic and Uproar
Speed Boost	Increases Pokémon's Speed every turn
Static	Afflicts opponent Pokémon with a Paralyze condition 30% of the time when it attacks Pokémon directly/ Increases chances of meeting wild Electric-type Pokémon when the Pokémon is in the lead team position
Stench	Decreases chances of meeting wild Pokémon when the Pokémon is in the lead team position
Sticky Hold	Prevents opponent Pokémon from stealing an item/Increases chances of fishing wild Pokémon when the Pokémon is in the lead team position
Sturdy	Shields Pokémon from attacks that knock out the Pokémon in one hit
Suction Cups	Prevents Pokémon from swapping out when the opponent Pokémon uses Whirlwind or Roar/ Increases chances of fishing wild Pokémon when the Pokémon is in the lead team position
Swarm	Multiplies power of Bug-type attacks by 1.5 when its HP falls below 1/3 its maximum/ Increases chances of hearing the wild Pokémon's cry when the Pokémon is in the lead team position
Swift Swim	Doubles the Pokémon's Speed when it's raining in battle
Synchronize	Causes opponent Pokémon that inflicts a Poison, Paralyze or Burn condition to receive the same condition/ Increases chances of meeting wild Pokémon of same nature when the Pokémon is in the lead team position
Thick Fat	Reduces damage by half when Pokémon is attacked by Fire- or Ice-type attacks
Torrent	Multiplies power of Water-type attacks by 1.5 when its HP falls below 1/3 its maximum
Trace	Duplicates ability that opponent Pokémon has
Truant	Causes Pokémon to make its move only every other turn
Vital Spirit	Prevents Pokémon from getting a Sleep condition/ Increases chances of meeting wild Pokémon of higher level when the Pokémon is in the lead team position
Volt Absorb	Restores Pokémon's HP when Pokémon is attacked by Electric-type attacks
Water Absorb	Restores Pokémon's HP when Pokémon is attacked by Water-type attacks
Water Veil	Prevents Pokémon from getting a Burn condition
White Smoke	Prevents opponent's moves from reducing Pokémon's stats/ Decreases chances of meeting wild Pokémon when the Pokémon is in the lead team position
Wonder Guard	Prevents all damage except from "super effective" hits

NATURES

A Pokémon's nature affects the growth of its skills as it gains experience. In addition, nature affects which PokéBlock flavor a Pokémon likes best (and thus which kinds of PokéBlocks it will get a better benefit from).

NATURE	ATTACK	DEFENSE	SPECIAL ATTACK	SPECIAL DEFENSE	SPEED	FAVORITE	LEAST FAVORITE
Adamant	Rises quickly		Rises slowly			Spicy (Cool)	Dry (Beauty)
Bashful							
Bold	Rises slowly	Rises quickly				Sour (Tough)	Spicy (Cool)
Brave	Rises quickly				Rises slowly	Spicy (Cool)	Sweet (Cute)
Calm	Rises slowly			Rises quickly		Bitter (Smart)	Spicy (Cool)
Careful			Rises slowly	Rises quickly		Bitter (Smart)	Dry (Beauty)
Docile							
Gentle		Rises slowly		Rises quickly		Bitter (Smart)	Sour (Tough)
Hardy							
Hasty		Rises slowly			Rises quickly	Sweet (Cute)	Sour (Tough)
Impish		Rises quickly	Rises slowly			Sour (Tough)	Dry (Beauty)
Jolly			Rises slowly		Rises quickly	Sweet (Cute)	Dry (Beauty)
Lax		Rises quickly		Rises slowly		Sour (Tough)	Bitter (Smart)
Lonely	Rises quickly	Rises slowly				Spicy (Cool)	Sour (Tough)
Mild		Rises slowly	Rises quickly			Dry (Beauty)	Sour (Tough)
Modest	Rises slowly		Rises quickly			Dry (Beauty)	Spicy (Cool)
Naive				Rises slowly	Rises quickly	Sweet (Cute)	Bitter (Smart)
Naughty	Rises quickly			Rises slowly		Spicy (Cool)	Bitter (Smart)
Quiet			Rises quickly		Rises slowly	Dry (Beauty)	Sweet (Cute)
Quirky							
Rash			Rises quickly	Rises slowly		Dry (Beauty)	Bitter (Smart)
Relaxed		Rises quickly			Rises slowly	Sour (Tough)	Sweet (Cute)
Sassy				Rises quickly	Rises slowly	Bitter (Smart)	Sweet (Cute)
Serious							
Timid	Rises slowly				Rises quickly	Sweet (Cute)	Spicy (Cool)

BATTLE MOVES

BA = Basic Attack Power

AC = Accuracy

PP = Power Points

Physical Attacks

Special Attacks

2 on 2 Battle Range:
1 = Move is effective against one foe or partner.
2 = Move is effective against both foes at once.
3 = Move is effective against both foes and partner at once.
S = Move is effective on only the Pokémon that executes the move.
R = Move takes effect on random Pokémon chosen from both foes and partner.

DA = Moves marked as direct attacks trigger the effects of some abilities, such as Rough Skin, that react to certain kinds of physical contact.

MOVE	TYPE	BA	AC	PP	2-ON-2	DA	EFFECT
Absorb	GRS	20	100	20	1		Restores HP equal to half the damage caused to foe

MOVE	TYPE	BA	AC	PP	2-ON-2	DA	EFFECT
Absorb	GRS	20	100	20	1		Restores HP equal to half the damage caused to foe
Acid	PSN	40	100	30	2		Has 10% chance of lowering foe's Defense by 1 level
Acid Armor	PSN	-	-	40	S		Raises Defense by 2 levels
Aerial Ace (TM 40)	FLY	60	-	20	1	=	Hits foe unavoidably
Aeroblast	FLY	100	95	25	1	=	Has a high chance for a critical hit
Agility	PSY	-	-	30	S		Raises Pokémon's Speed by 2 levels
Air Cutter	FLY	55	95	25	2		High chance for a critical hit
Amnesia	PSY	-	-	20	S		Raises Special Defense by 2 levels
Ancientpower	RCK	60	100	5	1	=	Has 10% chance of raising Attack, Defense, Sp. Attack, Sp. Defense and Speed 1 level
Arm Thrust	FTG	15	100	20	1	=	Attacks 2-5 times per turn
Aromatherapy	GRS	-	-	5	S		Heals all critical conditions of all Pokémon in party
Assist	NRM	-	100	20	-		Uses a random move of a Pokémon not in battle
Astonish	GHO	30	100	15	1	=	Has 30% chance of causing Flinch
Attract (TM 45)	NRM	-	100	15	1		Causes foe of opp. gender to become attracted (50% chance can't move each turn)
Aurora Beam	ICE	65	100	20	1		Has 10% chance of lowering foe's Attack one level
Barrage	NRM	15	85	20	1		Attacks 2-5 times per turn
Barrier	PSY	-	-	30	S		Raises Defense by two levels
Baton Pass	NRM	-	-	40	S		Can switch Pokémon with another, passing on many status/skill changes
Beat Up	DRK	10	100	10	1		Attacks opponent a number of times equal to your number of healthy Pokémon
Belly Drum	NRM	-	-	10	S		Decreases HP by 50% and increases Attack to maximum possible
Bide	NRM	-	100	10	S	=	Doubles damage received while waiting 2 turns and inflicts it on foe
Bind	NRM	15	75	20	1	=	Damages foe for 2-5 turns; foe can't escape until completed
Bite	DRK	60	100	25	1	=	Has 30% chance of causing Flinch
Blast Burn	FIRE	150	90	5	1		Causes massive damage but forfeits attacker's next move
Blaze Kick	FIRE	85	90	10	1	=	Has a high chance for a critical hit; 10% chance of causing Burn
Blizzard (TM 14)	ICE	120	70	5	2		Has 10% chance of causing Freeze
Block	NRM	-	100	5	1		Prevents foe from switching and escaping during battle
Body Slam	NRM	85	100	15	1	=	Has 30% chance of causing Paralyze
Bone Club	GRD	65	85	20	1		Has 10% chance of causing Flinch
Bone Rush	GRD	25	80	10	1		Attacks 2-5 times per turn
Bonemerang	GRD	50	90	10	1		Attacks twice per turn
Bounce	FLY	85	85	5	1	=	Helps Pokémon avoid attack on 1st turn then strike on 2nd; 30% chance of causing Paralyze
Brick Break (TM 31)	FTG	75	100	15	1	=	Shatters foe's Reflect and Light Screen protection
Bubble	WTR	20	100	30	2		Has 10% chance of reducing foe's Speed 1 level
Bubblebeam	WTR	65	100	20	1		Has 10% chance of reducing foe's Speed 1 level
Bulk Up (TM 08)	FTG	-	-	20	S		Raises Attack and Defense by 1 level
Bullet Seed (TM 09)	GRS	10	100	30	1		Attacks 2-5 times per turn
Calm Mind (TM 04)	PSY	-	-	20	S		Raises Sp. Attack and Sp. Defense 1 level
Camouflage	NRM	-	100	20	S		Changes Pokémon's type (grass, Grass; sand, Ground; water, Water; caves, Rock; other, Normal)
Charge	ELC	-	100	20	S		Doubles power of the Electric-type move that's next used
Charm	NRM	-	100	20	1		Lowers foe's Attack by 2 levels
Clamp	WTR	35	75	10	1	=	Damages foe for 2-5 turns; foe can't escape until completed
Comet Punch	NRM	18	85	15	1	=	Attacks 2-5 times per turn
Confuse Ray	GHO	-	100	10	1		Causes foe to have Confuse status
Confusion	PSY	50	100	25	1		Has 10% chance of causing Confuse status
Constrict	NRM	10	100	35	1	=	Has 10% chance of lowering foe's Speed
Conversion	NRM	-	-	30	S		Changes Pokémon's type into one of its attack types
Conversion 2	NRM	-	100	30	S		Changes Pokémon's type into one that matches an attack type that its foe is weak against
Cosmic Power	PSY	-	-	20	S		Raises Defense and Sp. Defense 1 level

CONTEST MOVES

JP = Jam Points

AP = Appeal Points

TD = Target of Disturbance
A = Disturbs one Pokémon appealed before yours.
B = Disturbs all Pokémon after yours.
C = Disturbs all Pokémon before yours.
D = Disturbs certain Pokémon before you.

MOVE	TYPE	AP	JP	TD	EFFECT
Absorb	Smart	20	30	A	Removes pts. from foe that moved last

MOVE	TYPE	AP	JP	TD	EFFECT
Absorb	Smart	20	30	A	Removes pts. from foe that moved last
Acid	Smart	10	40	A	Removes pts. from foe that moved last
Acid Armor	Tough	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Aerial Ace (TM 40)	Cool	20	0	-	Earns triple pts. if your Pokémon moves first
Aeroblast	Cool	30	0	-	Earns double pts. if pts. from last foe's move < 30; earn zero if ≥ 30
Agility	Cool	30	0	-	Causes your Pokémon to move first in next round
Air Cutter	Cool	20	10	D	Removes extra 30 pts. from foes that used same move type as you
Amnesia	Cute	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Ancientpower	Tough	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Arm Thrust	Tough	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Aromatherapy	Smart	20	0	-	Earns triple pts. if your Pokémon moves last
Assist	Cute	10	0	-	Earns random pts. (10, 20, 40, 60 or 80)
Astonish	Smart	20	30	A	Removes pts. from foe that moved last
Attract (TM 45)	Cute	20	0	B	May make all Pokémon after yours nervous
Aurora Beam	Beauty	20	10	D	Removes extra 30 pts. from foes that used same move type as you
Barrage	Tough	20	0	-	Earns triple pts. If last foe's move was same type as yours
Barrier	Cool	10	0	-	Can't be disturbed for rest of round
Baton Pass	Cute	20	0	B	May make all Pokémon after yours nervous
Beat Up	Smart	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts.
Belly Drum	Cute	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Bide	Tough	10	0	-	Can't be disturbed for rest of round
Bind	Tough	30	0	-	Stops crowd from growing excited for rest of round
Bite	Tough	10	30	C	Removes pts. from all preceding Pokémon
Blast Burn	Beauty	40	40	C	Removes pts. from all preceding Pokémon but can't make move in next round
Blaze Kick	Beauty	40	0	-	No extra effect beyond earning Appeal pts.
Blizzard (TM 14)	Beauty	40	0	-	No extra effect beyond earning Appeal pts.
Block	Cute	20	0	B	May make all Pokémon after yours nervous
Body Slam	Tough	10	40	A	Removes pts. from foe that moved last
Bone Club	Tough	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Bone Rush	Tough	40	0	-	No extra effect beyond earning Appeal pts.
Bonemerang	Tough	40	0	-	No extra effect beyond earning Appeal pts.
Bounce	Cute	10	0	-	Can't be disturbed for rest of round
Brick Break (TM 31)	Cool	10	40	A	Removes pts. from foe that moved last
Bubble	Cute	20	20	C	Removes pts. from all preceding Pokémon
Bubblebeam	Beauty	10	30	C	Removes pts. from all preceding Pokémon
Bulk Up (TM 08)	Beauty	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Bullet Seed (TM 09)	Cool	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts.
Calm Mind (TM 04)	Smart	20	0	-	Won't be disturbed by next disturbance
Camouflage	Smart	30	0	-	Earns double pts. if pts. from last foe's move < 30; earn zero if > 30
Charge	Smart	20	0	-	Earns triple pts. if last foe's move was same type as yours
Charm	Cute	20	10	D	Removes extra 30 pts. from foes that used same move type as you
Clamp	Tough	30	0	-	Stops crowd from growing excited for rest of round
Comet Punch	Tough	20	0	-	Earns triple pts. if last foe's move was same type as yours
Confuse Ray	Smart	30	0	-	Randomizes order that all Pokémon move next round
Confusion	Smart	20	30	A	Removes pts. from foe that moved last
Constrict	Tough	20	30	A	Removes pts. from foe that moved last
Conversion	Beauty	20	0	-	Earns triple pts. if last foe's move was same type as yours
Conversion 2	Beauty	20	0	-	Earns triple pts. if last foe's move was same type as yours
Cosmic Power	Cool	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely

BATTLE MOVES CONTINUED...

MOVE	TYPE	BA	AC	PP	2-ON-2	DA	EFFECT
Cotton Spore	GRS	-	85	40	1		Lowers foe's Speed 2 levels
Counter	FTG	-	100	20	-	=	Attacks 2nd, doing x2 physical attack damage that foe did to Pokémon
Covet	NRM	40	100	40	1		Takes a foe's held item (if any)
Crabhammer	WTR	90	85	10	1	=	High chance for a critical hit
Cross Chop	FTG	100	80	5	1	=	High chance for a critical hit
Crunch	DRK	80	100	15	1	=	Has 20% chance of lowering foe's Sp. Defense 1 level
Crush Claw	NRM	75	95	10	1	=	Has 50% chance of lowering foe's Defense 1 level
Curse	?	-	-	10	1		Raises Att/Def 1 level but reduces Speed 1 level; halves GHO's HP and quarters foe's HP each turn
Cut (HM 01)	NRM	50	95	30	1	=	Cuts down small trees outside of battle
Defense Curl	NRM	-	-	40	S		Raises Defense 1 level
Destiny Bond	GHO	-	-	5	S		Causes foe to faint if Pokémon faints
Detect	FTG	-	-	5	S		Wards off foe moves for 1 turn; success falls if used consecutively
Dig (TM 28)	GRD	60	100	10	1	=	Helps Pokémon avoid attack on 1st turn then strike on 2nd; returns to overworld outside battle
Disable	NRM	-	55	20	1		Disables foe's most recently used move for several turns
Dive (HM 08)	WTR	60	100	10	1	=	Helps Pokémon avoid attack on 1st turn then strike on 2nd; dives under water outside battle
Dizzy Punch	NRM	70	100	10	1	=	Has 20% chance of causing Confuse status
Doom Desire	STL	120	85	5	1		Waits 2 turns then inflicts damage on foe on third turn
Double Kick	FTG	30	100	30	1	=	Attacks twice per turn
Double Team (TM 32)	NRM	-	-	15	S		Raises Evasiveness by 1 level
Double-Edge	NRM	120	100	15	1	=	Inflicts Pokémon with 1/3 damage inflicted on foe
Doubleslap	NRM	15	85	10	1	=	Attacks 2-5 times per turn
Dragon Claw (TM 02)	DRG	80	100	15	1	=	No extra effect beyond damaging foe
Dragon Dance	DRG	-	-	20	S		Raises Attack and Speed 1 level
Dragon Rage	DRG	-	100	10	1		Causes 40 points of damage regardless of other battle factors
Dragonbreath	DRG	60	100	20	1		Has 30% chance of causing Paralyze condition
Dream Eater	PSY	100	100	15	1		Damages foe and restores own HP equal to 1/2 inflicted damage, if foe has Sleep condition
Drill Peck	FLY	80	100	20	1	=	No extra effect beyond damaging foe
Dynamicpunch	FTG	100	50	5	1	=	Causes foe to have Confuse status
Earthquake (TM 26)	GRD	100	100	10	3		Inflicts twice the damage if foe is using Dig
Egg Bomb	NRM	100	75	10	1		No extra effect beyond damaging foe
Ember	FIRE	40	100	25	1		Has 10% chance of causing Burn
Encore	NRM	-	100	5	1		Forces foe to repeat most recently used move for 3-6 turns
Endeavor	NRM	-	100	5	1	=	Inflicts damage equal to your foe's HP minus your HP
Endure	NRM	-	-	10	S		Keep 1 HP even if foe's next move would cause you to faint; success drops if used repeatedly
Eruption	FIRE	150	100	5	2		Inflicts less damage if your HP is lower
Explosion	NRM	250	100	5	3		Inflicts a massive amount of damage but causes you to faint
Extrasensory	PSY	80	100	30	1		Has 10% chance of causing Flinch
Extremespeed	NRM	80	100	5	1	=	Causes you to move first in turn; if both use it, the higher Speed prevails
Facade (TM 42)	NRM	70	100	20	1	=	Doubles Attack if you have a Poison, Paralyze or Burn condition
Faint Attack	DRK	60	-	20	1		Will always strike foe successfully
Fake Out	NRM	40	100	10	1		Causes Flinch, but move causes its damage and effect only on the first turn
Fake Tears	DRK	-	100	20	1		Lowers foe's Sp. Defense 2 levels
False Swipe	NRM	40	100	40	1	=	Leaves foe with 1 HP even if move would normally cause foe to Faint
Featherdance	FLY	-	100	15	1		Lowers foe's Attack 2 levels
Fire Blast (TM 38)	FIRE	120	85	5	1		Has 10% chance of causing Burn
Fire Punch	FIRE	75	100	15	1		Has 10% chance of causing Burn
Fire Spin	FIRE	15	70	15	1		Damages foe for 2-5 turns; foe can't escape until completed
Fissure	GRD	-	30	5	1		Causes foe to Faint; the lower foe's level is than yours, the better AC becomes; can't hit higher
Flail	NRM	-	100	15	1	=	Inflicts higher damage if your HP is lower
Flame Wheel	FIRE	60	100	25	1	=	Has 10% chance of causing Burn; can use even if attacker has a Freeze condition
Flamethrower (TM 35)	FIRE	95	100	15	1		Has 10% chance of causing Burn
Flash (HM 05)	NRM	-	70	20	1		Lowers foe's Accuracy 1 level; lights up dark caves outside of battle
Flatter	DRK	-	100	15	1		Causes foe to become Confused and raises foe's Sp. Attack 1 level
Fly (HM 02)	FLY	70	95	15	1	=	Helps Pokémon avoid attack on 1st turn then strike on 2nd; can fly to towns previously visited
Focus Energy	NRM	-	-	30	S		Has a high chance for a critical hit
Focus Punch (TM 01)	FTG	150	100	20	1	=	Causes you to move last in turn and Flinch if foe's move connects
Follow Me	NRM	-	100	20	S		Pokémon moves first and draws all attacks to itself during a 2-on-2 battle
Foresight	NRM	-	100	40	1		Returns foe's Evasiveness to normal; exposes Ghost-types to Normal- and Fighting-type attacks
Frenzy Plant	GRS	150	90	5	1		Causes massive damage but forfeits attacker's next move
Frustration (TM 21)	NRM	-	100	20	1	=	Inflicts higher damage if your Pokémon likes its Trainer less
Fury Attack	NRM	15	85	20	1	=	Attacks 2-5 times per turn

CONTEST MOVES CONTINUED...

MOVE	TYPE	AP	JP	TD	EFFECT
Cotton Spore	Beauty	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Counter	Tough	20	0	-	Won't be disturbed by next disturbance
Covet	Cute	10	0	-	Earns 50% as many pts. as last foe's move
Crabhammer	Tough	30	0	-	Earns double pts. if pts. from last foe's move < 30; earn zero if > 30
Cross Chop	Cool	30	0	-	Earns double pts. if pts. from last foe's move < 30; earn zero if > 30
Crunch	Tough	10	40	A	Removes pts. from foe that moved last
Crush Claw	Cool	10	40	A	Removes pts. from foe that moved last
Curse	Tough	30	0	-	Causes your Pokémon to move last in next round
Cut (HM 01)	Cool	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts.
Defense Curl	Cute	20	0	-	Won't be disturbed by next disturbance
Destiny Bond	Smart	80	0	-	Can't make move in any future round
Detect	Cool	20	0	-	Won't be disturbed by next disturbance
Dig (TM 28)	Smart	10	0	-	Can't be disturbed for rest of round
Disable	Smart	20	0	B	May make all Pokémon after yours nervous
Dive (HM 08)	Beauty	20	0	-	Won't be disturbed by next disturbance
Dizzy Punch	Cool	10	40	A	Removes pts. from foe that moved last
Doom Desire	Cool	30	0	-	Stops crowd from growing excited for rest of round
Double Kick	Cool	20	0	-	Earns triple pts. if last foe's move was same type as yours
Double Team (TM 32)	Cool	20	0	-	Won't be disturbed by next disturbance
Double-Edge	Tough	60	0	-	Loses double points when startled in future rounds
Doubleslap	Tough	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Dragon Claw (TM 02)	Cool	20	10	D	Removes extra 30 pts. from foes that used same move type as you
Dragon Dance	Cool	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Dragon Rage	Cool	10	0	-	Earns pts. for Pokémon's move order (1st: 10, 2nd: 20, 3rd: 40, 4th: 60)
Dragonbreath	Cool	10	30	C	Removes pts. from all preceding Pokémon
Dream Eater	Smart	20	20	C	Removes pts. from all preceding Pokémon
Drill Peck	Cool	40	0	-	No extra effect beyond earning Appeal pts.
Dynamicpunch	Cool	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Earthquake (TM 26)	Tough	10	30	C	Removes pts. from all preceding Pokémon
Egg Bomb	Tough	40	0	-	No extra effect beyond earning Appeal pts.
Ember	Beauty	40	0	-	No extra effect beyond earning Appeal pts.
Encore	Cute	20	0	B	May make all Pokémon after yours nervous
Endeavor	Tough	20	0	-	Earns triple pts. if your Pokémon moves last
Endure	Tough	20	0	-	Won't be disturbed by next disturbance
Eruption	Beauty	10	0	-	Earns pts. for Pokémon's move order (1st: 10, 2nd: 20, 3rd: 40, 4th: 60)
Explosion	Beauty	80	0	-	Can't make move in any future round
Extrasensory	Cool	10	40	A	Removes pts. from foe that moved last
Extremespeed	Cool	30	0	-	Causes your Pokémon to move first in next round
Facade (TM 42)	Cute	20	0	-	Earns triple pts. if your Pokémon moves last
Faint Attack	Smart	20	0	-	Earns triple pts. if your Pokémon moves first
Fake Out	Cute	20	10	D	Removes extra 30 pts. from foes that used same move type as you
Fake Tears	Smart	20	0	-	Earns triple pts. if your Pokémon moves last
False Swipe	Cool	10	30	C	Removes pts. from all preceding Pokémon
Featherdance	Beauty	20	0	-	Earns triple pts. if your Pokémon moves last
Fire Blast (TM 38)	Beauty	40	0	-	No extra effect beyond earning Appeal pts.
Fire Punch	Beauty	40	0	-	No extra effect beyond earning Appeal pts.
Fire Spin	Beauty	30	0	-	Stops crowd from growing excited for rest of round
Fissure	Tough	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts.
Flail	Cute	10	0	-	Earns pts. for Pokémon's move order (1st: 10, 2nd: 20, 3rd: 40, 4th: 60)
Flame Wheel	Beauty	40	0	-	No extra effect beyond earning Appeal pts.
Flamethrower (TM 35)	Beauty	40	0	-	No extra effect beyond earning Appeal pts.
Flash (HM 05)	Beauty	30	0	D	Removes judge's attention from Pokémon that have it
Flatter	Smart	20	0	B	May make all Pokémon after yours nervous
Fly (HM 02)	Smart	10	0	-	Can't be disturbed for rest of round
Focus Energy	Cool	10	30	C	Removes pts. from all preceding Pokémon
Focus Punch (TM 01)	Tough	30	0	-	Causes your Pokémon to move last in next round
Follow Me	Cute	30	0	-	Stops crowd from growing excited for rest of round
Foresight	Smart	30	0	D	Removes 1 star from Pokémon that have already made moves
Frenzy Plant	Cool	40	40	C	Removes pts. from all preceding Pokémon but can't make move in next round
Frustration (TM 21)	Cute	10	0	-	Raises crowd's excitement level automatically
Fury Attack	Cool	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention

BATTLE MOVES CONTINUED...

MOVE	TYPE	BA	AC	PP	2-ON-2	DA	EFFECT
Fury Cutter	BUG	10	95	20	1	=	Doubles damage from Fury Cutter's use in previous turn (if it hit foe)
Fury Swipes	NRM	18	80	15	1	=	Attacks 2-5 times per turn
Future Sight	PSY	80	90	15	1		Waits 2 turns then inflicts damage on foe on third turn
Giga Drain (TM 19)	GRS	60	100	5	1		Damages foe and restores own HP equal to 1/2 inflicted damage
Glare	NRM	-	75	30	1		Causes Paralyze condition
Grasswhistle	GRS	-	55	15	1		Causes Sleep condition
Growl	NRM	-	100	40	2		Lowers foe's Attack by 1 level
Growth	NRM	-	-	40	S		Raises Sp. Attack 1 level
Grudge	GHO	-	100	5	S		Eliminates all PP from move that causes you to Faint in battle
Guillotine	NRM	-	30	5	1	=	Causes foe to Faint; the lower foe's level is than yours, the better AC becomes; can't hit higher
Gust	FLY	40	100	35	1		Inflicts double damage if foe is using Fly
Hail (TM 07)	ICE	-	-	10	S		Changes weather to hail, which damages non-Ice-type foes for 5 turns
Harden	NRM	-	-	30	S		Raises Defense 1 level
Haze	ICE	-	-	30	S		Returns your and foe's stats to normal
Headbutt	NRM	70	100	15	1	=	Has 30% chance of causing Flinch
Heal Bell	NRM	-	-	5	S		Heals all critical conditions of all Pokémon in party
Heat Wave	FIRE	100	90	10	2		Has 10% chance of causing Burn
Helping Hand	NRM	-	100	20	S		Raises power of partner's move in 2-on-2 battle
Hi Jump Kick	FTG	85	90	20	1	=	Inflicts 1/4 damage on you if attack doesn't strike foe
Hidden Power (TM 10)	NRM	-	100	15	1		Has type and effect that vary with the Pokémon that uses it
Horn Attack	NRM	65	100	25	1	=	No extra effect beyond damaging foe
Horn Drill	NRM	-	30	5	1	=	Causes foe to Faint; the lower foe's level is than yours, the better AC becomes; can't hit higher
Howl	NRM	-	-	40	S		Raises Attack 1 level
Hydro Cannon	WTR	150	90	5	1		Causes massive damage but forfeits attacker's next move
Hydro Pump	WTR	120	85	5	1		No extra effect beyond damaging foe
Hyper Beam (TM 15)	NRM	150	90	5	1		Causes massive damage but forfeits next move
Hyper Fang	NRM	80	90	15	1	=	Has 10% chance of causing Flinch
Hyper Voice	NRM	90	100	10	2		No extra effect beyond damaging foe
Hypnosis	PSY	-	60	20	1		Causes Sleep condition
Ice Ball	ICE	30	90	20	1	=	Repeats 5 turns unless misses; damages more each turn; x2 damage after using Defense Curl
Ice Beam (TM 13)	ICE	95	100	10	1		Has 10% chance of causing Freeze
Ice Punch	ICE	75	100	15	1	=	Has 10% chance of causing Freeze
Icicle Spear	ICE	10	100	30	1		Attacks 2-5 times per turn
Icy Wind	ICE	55	95	15	2		Lowers foe's Speed 1 level
Imprison	PSY	-	100	10	S		Prevents foe from using the four moves Pokémon knows
Ingrain	GRS	-	100	20	S		Restores some HP each turn but Pokémon can't switch out
Iron Defense	STL	-	-	15	S		Raises Defense 2 levels
Iron Tail (TM 23)	STL	100	75	15	1	=	Has 30% chance of lowering foe's Defense 1 level
Jump Kick	FTG	70	95	25	1	=	Self-inflicts 1/4 damage if attack doesn't strike foe
Karate Chop	FTG	50	100	25	1	=	Has a high chance for a critical hit
Kinesis	PSY	-	80	15	1		Lowers foe's Accuracy 1 level
Knock Off	DRK	20	100	20	1	=	Takes a foe's held item (if any) and returns it when battle ends
Leaf Blade	GRS	70	100	15	1	=	Has a high chance for a critical hit
Leech Life	BUG	20	100	15	1	=	Damages foe and restores own HP equal to 1/2 inflicted damage
Leech Seed	GRS	-	90	10	1		Siphons foe's HP into your HP every turn; effect persists if you switch out
Leer	NRM	-	100	30	2		Lowers foe's Defense 1 level
Lick	GHO	20	100	30	1	=	Has 30% chance of causing Paralyze
Light Screen (TM 16)	PSY	-	-	30	S		Halves damage from foes' special attacks for 5 turns; effect persists if you switch out
Lock-On	NRM	-	100	5	1		Causes next move always to hit successfully
Lovely Kiss	NRM	-	75	10	1		Causes Sleep condition
Low Kick	FTG	-	100	20	1	=	Inflicts higher damage if your foe's weight is heavier
Luster Purge	PSY	70	100	5	1		Has 50% chance of lowering foe's Sp. Defense 1 level
Mach Punch	FTG	40	100	30	1	=	Causes you to move first in turn; if both use it, the higher Speed prevails
Magic Coat	PSY	-	100	15	-		Reflects Leech Seed and moves that cause Poison, Paralyze, Sleep and Confuse back at attacker
Magical Leaf	GRS	60	-	20	1		Will always strike foe successfully
Magnitude	GRD	-	100	30	3		Bases damage based on random power (10, 30, 50, 70, 90, 110 or 150)
Mean Look	NRM	-	100	5	1		Prevents foe from escaping or switching while you remain on field
Meditate	PSY	-	-	40	S		Raises Attack by 1 level
Mega Drain	GRS	40	100	10	1		Damages foe and restores own HP equal to 1/2 inflicted damage
Mega Kick	NRM	120	75	5	1	=	No extra effect beyond damaging foe
Mega Punch	NRM	80	85	20	1	=	No extra effect beyond damaging foe

CONTEST MOVES CONTINUED...

MOVE	TYPE	AP	JP	TD	EFFECT
Fury Cutter	Cool	30	0	-	Using the move twice in a row doesn't penalize your Pokémon
Fury Swipes	Tough	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Future Sight	Smart	30	0	-	Stops crowd from growing excited for rest of round
Giga Drain (TM 19)	Smart	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Glare	Tough	10	30	C	Removes pts. from all preceding Pokémon
Grasswhistle	Smart	10	30	C	Removes pts. from all preceding Pokémon
Growl	Cute	20	0	-	Earns triple pts. if your Pokémon moves last
Growth	Beauty	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Grudge	Tough	10	0	-	Earns pts. for Pokémon's move order (1st: 10, 2nd: 20, 3rd: 40, 4th: 60)
Guillotine	Cool	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts.
Gust	Smart	30	0	-	Randomizes order that all Pokémon move next round
Hail (TM 07)	Beauty	10	30	C	Removes pts. from all preceding Pokémon
Harden	Tough	20	0	-	Won't be disturbed by next disturbance
Haze	Beauty	30	0	D	Removes 1 star from Pokémon that have already made moves
Headbutt	Tough	20	30	A	Removes pts. from foe that moved last
Heal Bell	Beauty	20	0	-	Earns triple pts. if your Pokémon moves last
Heat Wave	Beauty	40	0	-	No extra effect beyond earning Appeal pts.
Helping Hand	Smart	20	0	B	May make all Pokémon after yours nervous
Hi Jump Kick	Cool	60	0	-	Loses double points when startled in future rounds
Hidden Power (TM 10)	Smart	30	0	-	Using the move twice in a row doesn't penalize your Pokémon
Horn Attack	Cool	40	0	-	No extra effect beyond earning Appeal pts.
Horn Drill	Cool	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts.
Howl	Cool	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Hydro Cannon	Beauty	40	40	C	Removes pts. from all preceding Pokémon but can't make move in next round
Hydro Pump	Beauty	40	0	-	No extra effect beyond earning Appeal pts.
Hyper Beam (TM 15)	Cool	40	40	C	Removes pts. from all preceding Pokémon but can't make move in next round
Hyper Fang	Cool	10	40	A	Removes pts. from all foe that moved last
Hyper Voice	Cool	10	30	C	Removes pts. from all preceding Pokémon
Hypnosis	Smart	10	30	C	Removes pts. from all preceding Pokémon
Ice Ball	Beauty	30	0	-	Stops crowd from growing excited for rest of round
Ice Beam (TM 13)	Beauty	20	10	D	Removes extra 30 pts. from foes that used same move type as you
Ice Punch	Beauty	40	0	-	No extra effect beyond earning Appeal pts.
Icicle Spear	Beauty	20	10	D	Removes extra 30 pts. from foes that used same move type as you
Icy Wind	Beauty	10	30	C	Removes pts. from all preceding Pokémon
Imprison	Smart	30	0	D	Removes 1 star from Pokémon that have already made moves
Ingrain	Smart	10	0	-	Can't be disturbed for rest of round
Iron Defense	Tough	10	0	-	Can't be disturbed for rest of round
Iron Tail (TM 23)	Cool	10	40	A	Removes pts. from foe that moved last
Jump Kick	Cool	60	0	-	Loses double points when startled in future rounds
Karate Chop	Tough	30	0	-	Earns double pts. if pts. from last foe's move < 30; earn zero if > 30
Kinesis	Smart	30	0	-	Stops crowd from growing excited for rest of round
Knock Off	Smart	10	40	A	Removes pts. from foe that moved last
Leaf Blade	Cool	30	0	-	Earns double pts. if pts. from last foe's move < 30; earn zero if > 30
Leech Life	Smart	20	30	A	Removes pts. from foe that moved last
Leech Seed	Smart	20	20	C	Removes pts. from all preceding Pokémon
Leer	Cool	30	0	-	Stops crowd from growing excited for rest of round
Lick	Tough	10	40	A	Removes pts. from foe that moved last
Light Screen (TM 16)	Beauty	10	0	-	Can't be disturbed for rest of round
Lock-On	Smart	30	0	-	Stops crowd from growing excited for rest of round
Lovely Kiss	Beauty	10	30	C	Removes pts. from all preceding Pokémon
Low Kick	Tough	10	40	A	Removes pts. from foe that moved last
Luster Purge	Smart	20	30	A	Removes pts. from foe that moved last
Mach Punch	Cool	30	0	-	Causes your Pokémon to move first in next round
Magic Coat	Beauty	10	0	-	Can't be disturbed for rest of round
Magical Leaf	Beauty	20	0	-	Earns triple pts. if your Pokémon moves first
Magnitude	Tough	10	0	-	Earns pts. from crowd excitement (0=10, 1=20, 3=30, 4=60)
Mean Look	Beauty	20	0	B	May make all Pokémon after yours nervous
Meditate	Beauty	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Mega Drain	Smart	10	40	A	Removes pts. from foe that moved last
Mega Kick	Cool	40	0	-	No extra effect beyond earning Appeal pts.
Mega Punch	Tough	40	0	-	No extra effect beyond earning Appeal pts.

BATTLE MOVES CONTINUED...

MOVE	TYPE	BA	AC	PP	2-ON-2	DA	EFFECT
Megahorn	BUG	120	85	10	1	=	No extra effect beyond damaging foe
Memento	DRK	-	100	10	1		Lowers foe's Attack and Sp. Attack 2 levels but you Faint in battle
Metal Claw	STL	50	95	35	1	=	Has 10% chance of raising Attack 1 level
Metal Sound	STL	-	85	40	1		Lowers foe's Sp. Defense 2 levels
Meteor Mash	STL	100	85	10	1	=	Has 20% chance of raising Attack 1 level
Metronome	NRM	-	-	10	S		Uses a random move from entire repertoire of all Pokémon moves
Milk Drink	NRM	-	-	10	S		Restores half of Pokémon's maximum HP; out of battle, splits 1/5 of its HP among your other Pokémon
Mimic	NRM	-	100	10	1		Adds foe's last move to Pokémon move repertoire (effect remains while in battle)
Mind Reader	NRM	-	100	5	1		Causes next move always to hit successfully
Minimize	NRM	-	-	20	S		Raises Evasiveness 1 level
Mirror Coat	PSY	-	100	20	-		Attacks 2nd, doing x2 special attack damage that foe did to Pokémon
Mirror Move	FLY	-	-	20	-		Uses same move that foe used
Mist	ICE	-	-	30	S		Prevents stat reduction
Mist Ball	PSY	70	100	5	1		Has 50% chance of lowering foe's Sp. Attack
Moonlight	NRM	-	-	5	S		Restores HP based on weather (sunny=2/3; normal=1/2; rain, sandstorm or hail=1/4)
Morning Sun	NRM	-	-	5	S		Restores HP based on weather (sunny=2/3; normal=1/2; rain, sandstorm or hail=1/4)
Mud Shot	GRD	55	95	15	1		Lowers foe's Speed 1 level
Mud Sport	GRD	-	100	15	S		Lowers power of all Electric-type attacks while Pokémon is on field
Muddy Water	WTR	95	85	10	2		Has 30% chance of lowering foe's Accuracy 1 level
Mud-Slap	GRD	20	100	10	1		Lowers foe's Accuracy 1 level
Nature Power	NRM	-	95	20	-		Changes to a different move based on terrain Pokémon is in
Needle Arm	GRS	60	100	15	1	=	Has 30% chance of causing Flinch
Night Shade	GHO	-	100	15	1		Causes damage equal to Pokémon's level regardless of other battle factors
Nightmare	GHO	-	100	15	1		Reduces foe HP every turn, works only when opponent is asleep
Octazooka	WTR	65	85	10	1		Has 50% chance of lowering foe's Accuracy 1 level for all moves
Odor Sleuth	NRM	-	100	40	1		Returns foe's Evasiveness to normal; exposes Ghost-types to Normal-type moves
Outrage	DRG	90	100	15	R	=	Repeats 2-3 turns; you'll get a Confuse status when attacks are completed
Overheat (TM 50)	FIRE	140	90	5	1	=	Causes massive damage but lowers your Sp. Attack 2 levels
Pain Split	NRM	-	100	20	1		Combines attacker's HP with opponent's HP and splits total between both
Pay Day	NRM	40	100	20	1		Results in post-battle payoff; final payoff= (attacker's level) x (number of attacks) x 2
Peck	FLY	35	100	35	1	=	No extra effect beyond damaging foe
Perish Song	NRM	-	-	5	S		Causes you and foe to Faint after 3 turns; switch out to prevent effect on Pokémon in your team
Petal Dance	GRS	70	100	20	R	=	Repeats 2-3 turns; you'll get a Confuse status when attacks are completed
Pin Missile	BUG	14	85	20	1		Attacks 2-5 times per turn
Poison Fang	PSN	50	100	15	1	=	Has 30% chance of causing Poison
Poison Gas	PSN	-	55	40	1		Causes Poison condition
Poison Sting	PSN	15	100	35	1		Has 30% chance of causing Poison
Poison Tail	PSN	50	100	25	1	=	Bases damage on random power (10, 30, 50, 70, 90, 110 or 150); 10% chance of causing Poison
Poisonpowder	PSN	-	75	35	1		Causes Poison condition
Pound	NRM	40	100	35	1	=	No extra effect beyond damaging foe
Powder Snow	ICE	40	100	25	2		Has 10% chance of causing Freeze
Present	NRM	-	90	15	1		Causes damage randomly (40, 80, or 120 points) or restores defender's HP by 80
Protect (TM 17)	NRM	-	-	10	S		Wards off foe moves for 1 turn; success falls if used consecutively
Psybeam	PSY	65	100	20	1		Has 10% chance of causing Confuse status
Psych Up	NRM	-	-	10	1		Duplicates foe's stat modifications
Psychic (TM 29)	PSY	90	100	10	1		Has 10% chance of lowering foe's Sp. Defense 1 level
Psycho Boost	PSY	140	90	5	1		Causes massive damage but lowers attacker's Sp. Attack 2 levels
Psywave	PSY	-	80	15	1		Bases damage on random multiplier (0.5 to 1.5) times your level
Pursuit	DRK	40	100	20	1	=	Inflicts double damage if foe is withdrawn during turn
Quick Attack	NRM	40	100	30	1	=	Causes you to move first in turn; if both use it, the higher Speed prevails
Rage	NRM	20	100	20	1	=	Increases damage for next use if you're hit and you use it consecutively
Rain Dance (TM 18)	WTR	-	-	5	S		Changes weather to rain for 5 turns, which raises power of Water-type moves
Rapid Spin	NRM	20	100	40	1	=	Frees you from foe's Bind, Wrap, Leech Seed and Spikes
Razor Leaf	GRS	55	95	25	2		Has a high chance for a critical hit
Razor Wind	NRM	80	100	10	2		Prepares attack on 1st turn then attempts strike on 2nd; has a high chance for a critical hit
Recover	NRM	-	-	20	S		Restores half of Pokémon's maximum HP
Recycle	NRM	-	100	10	S		Reuses an item that has been used earlier in battle
Reflect (TM 33)	PSY	-	-	20	S		Halves physical attack damage to your team for 5 turns
Refresh	NRM	-	100	20	S		Heals Poison, Paralyze and Burn conditions
Rest (TM 44)	PSY	-	-	10	S		Restores all HP, then puts Pokémon to sleep for next 2 turns
Return (TM 27)	NRM	-	100	20	1	=	Inflicts higher damage if your Pokémon likes you more

CONTEST MOVES CONTINUED...

MOVE	TYPE	AP	JP	TD	EFFECT
Megahorn	Cool	20	0	-	Earns triple pts. If last foe's move was same type as yours
Memento	Tough	80	0	-	Can't make move in any future round
Metal Claw	Cool	40	0	-	No extra effect beyond earning Appeal pts.
Metal Sound	Smart	10	30	C	Removes pts. from all preceding Pokémon
Meteor Mash	Cool	20	0	-	Earns triple pts. if last foe's move was same type as yours
Metronome	Cute	30	0	-	Using the move twice in a row doesn't penalize your Pokémon
Milk Drink	Cute	20	0	-	Earns triple pts. If last foe's move was same type as yours
Mimic	Cute	10	0	-	Earns same number of pts. as last foe's move
Mind Reader	Smart	30	0	-	Stops crowd from growing excited for rest of round
Minimize	Cute	20	0	-	Won't be disturbed by next disturbance
Mirror Coat	Beauty	20	0	-	Won't be disturbed by next disturbance
Mirror Move	Smart	10	0	-	Earns same number of pts. as last foe's move
Mist	Beauty	10	0	-	Can't be disturbed for resat of round
Mist Ball	Smart	10	40	A	Removes pts. from foe that moved last
Moonlight	Beauty	10	0	-	Earns random pts. (10, 20, 40, 60 or 80)
Morning Sun	Beauty	10	0	-	Earns random pts. (10, 20, 40, 60 or 80)
Mud Shot	Tough	10	30	C	Removes pts. from all preceding Pokémon
Mud Sport	Cute	40	0	-	No extra effect beyond earning Appeal pts.
Muddy Water	Tough	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Mud-Slap	Cute	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Nature Power	Beauty	10	0	-	Earns pts. from crowd excitement (0=10, 1=20, 3=30, 4=60)
Needle Arm	Smart	10	40	A	Removes pts. from foe that moved last
Night Shade	Smart	20	10	D	Removes extra 30 pts. from foes that used same move type as you
Nightmare	Smart	10	30	C	Removes pts. from all preceding Pokémon
Octazooka	Tough	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Odor Sleuth	Smart	30	0	D	Removes 1 star from Pokémon that have already made moves
Outrage	Cool	40	40	C	Removes pts. from all preceding Pokémon but can't make move in next round
Overheat (TM 50)	Beauty	60	0	-	Loses double points when startled in future rounds
Pain Split	Smart	10	40	A	Removes pts. from all foe that moved last
Pay Day	Smart	10	0	-	Earns pts. from crowd excitement (0=10, 1=20, 3=30, 4=60)
Peck	Cool	40	0	-	No extra effect beyond earning Appeal pts.
Perish Song	Beauty	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts
Petal Dance	Beauty	40	40	C	Removes pts. from all preceding Pokémon but can't make move in next round
Pin Missile	Cool	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Poison Fang	Smart	30	0	D	Removes 1 star from Pokémon that have already made moves
Poison Gas	Smart	30	0	D	Removes 1 star from Pokémon that have already made moves
Poison Sting	Smart	20	30	A	Removes pts. from foe that moved last
Poison Tail	Smart	30	0	D	Removes 1 star from Pokémon that have already made moves
Poisonpowder	Smart	30	0	D	Removes 1 star from Pokémon that have already made moves
Pound	Tough	40	0	-	No extra effect beyond earning Appeal pts.
Powder Snow	Beauty	40	0	-	No extra effect beyond earning Appeal pts.
Present	Cute	30	0	-	Using the move twice in a row doesn't penalize your Pokémon
Protect (TM 17)	Cute	10	0	-	Can't be disturbed for rest of round
Psybeam	Beauty	30	0	-	Randomizes order that all Pokémon move next round
Psych Up	Smart	20	0	-	Earns triple pts. if last foe's move was same type as yours
Psychic (TM 29)	Smart	10	30	C	Removes pts. from all preceding Pokémon
Psycho Boost	Smart	60	0	-	Loses double points when startled in future rounds
Psywave	Smart	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts.
Pursuit	Smart	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts.
Quick Attack	Cool	30	0	-	Causes your Pokémon to move first in next round
Rage	Cool	30	0	-	Using the move twice in a row doesn't penalize your Pokémon
Rain Dance (TM 18)	Tough	10	0	-	Earns pts. from crowd excitement (0=10, 1=20, 3=30, 4=60)
Rapid Spin	Cool	20	0	-	Won't be disturbed by next disturbance
Razor Leaf	Cool	30	0	-	Earns double pts. if pts. from last foe's move < 30; earn zero if > 30
Razor Wind	Cool	30	0	-	Earns double pts. if pts. from last foe's move < 30; earn zero if > 30
Recover	Smart	20	10	D	Removes extra 30 pts. from foes that used same move type as you
Recycle	Smart	30	0	-	Using the move twice in a row doesn't penalize your Pokémon
Reflect (TM 33)	Smart	10	0	-	Can't be disturbed for rest of round
Refresh	Cute	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Rest (TM 44)	Cute	20	0	-	Won't be disturbed by next disturbance
Return (TM 27)	Cute	10	0	-	Raises crowd's excitement level automatically

BATTLE MOVES CONTINUED...

MOVE	TYPE	BA	AC	PP	2-ON-2	DA	EFFECT
Revenge	FTG	60	100	10	1	=	Increases damage for next use if Pokémon is hit
Reversal	FTG	-	100	15	1	=	Inflicts higher damage if your HP is lower
Roar (TM 05)	NRM	-	100	20	1		Ends battle with wild Pokémon; forces random foe switch in Trainer battle
Rock Blast	RCK	25	80	10	1		Attacks 2-5 times per turn
Rock Slide	RCK	75	90	10	2		Has 30% chance of causing Flinch
Rock Smash (HM 06)	FTG	20	100	15	1	=	Has 50% chance of lowering foe's Defense by 1 level; smashes rocks in overworld
Rock Throw	RCK	50	90	15	1		No extra effect beyond damaging foe
Rock Tomb (TM 39)	RCK	50	80	10	1		Lowers foe's Speed 1 level
Role Play	PSY	-	100	10	1		Copies foe's ability
Rolling Kick	FTG	60	85	15	1	=	Has 30% chance of causing Flinch
Rollout	RCK	30	90	20	1	=	Repeats 5 turns unless misses; damages more each turn; x2 damage after using Defense Curl
Sacred Fire	FIRE	100	95	5	1		Has 50% chance of causing Burn; can use even if attacker has a Freeze condition
Safeguard (TM 20)	NRM	-	-	25	S		Prevents all critical conditions to team for 5 turns
Sand Tomb	GRD	15	70	15	1		Damages foe for 2-5 turns; foe can't escape until completed
Sand-Attack	GRD	-	100	15	1		Lowers foe's Accuracy 1 level
Sandstorm (TM 37)	RCK	-	-	10	S		Changes weather to sandstorm for 5 turns, which damages all but Rock-, Steel- & Ground-types
Scary Face	NRM	-	90	10	1		Lowers foe's Speed 2 levels
Scratch	NRM	40	100	35	1	=	No extra effect beyond damaging foe
Screech	NRM	-	85	40	1		Lowers foe's Defense 2 levels
Secret Power (TM 43)	NRM	70	100	20	1		Has 30% chance of a 2nd effect based on terrain you're in; makes Secret Base in overworld
Seismic Toss	FTG	-	100	20	1	=	Causes damage equal to your level regardless of other battle factors
Selfdestruct	NRM	200	100	5	3		Inflicts a massive amount of damage but causes you to faint
Shadow Ball (TM 30)	GHO	80	100	15	1		Has 20% chance of lowering foe's Sp. Defense 1 level
Shadow Punch	GHO	60	-	20	1	=	Will always strike foe successfully
Sharpen	NRM	-	-	30	S		Raises Attack 1 level
Sheer Cold	ICE	-	30	5	1		Causes foe to Faint; the lower foe's level is than yours, the better AC becomes; can't hit higher
Shock Wave (TM 34)	ELC	60	-	20	1		Will always strike foe successfully
Signal Beam	BUG	75	100	15	1		Has 10% chance of causing Confuse status
Silver Wind	BUG	60	100	5	1		Has 10% chance of raising Attack, Defense, Sp. Attack, Sp. Defense and Speed 1 level
Sing	NRM	-	55	15	1		Causes Sleep condition
Sketch	NRM	-	-	1	1		Adds foe's last move to Pokémon move repertoire (effect remains after battle)
Skill Swap (TM 48)	PSY	-	100	10	1		Switches abilities with foe
Skull Bash	NRM	100	100	15	1	=	Raises Defense 1 level; prepares attack on 1st turn then attempts strike on 2nd
Sky Attack	FLY	140	90	5	1		Prepares attack on 1st turn then attempts strike on 2nd; has a 30% chance of causing Flinch
Sky Uppercut	FTG	85	90	15	1	=	Inflicts damage even if foe is using Fly
Slack Off	NRM	-	100	10	S		Restores half of your maximum HP
Slam	NRM	80	75	20	1	=	No extra effect beyond damaging foe
Slash	NRM	70	100	20	1	=	Has a high chance for a critical hit
Sleep Powder	GRS	-	75	15	1		Causes Sleep condition
Sleep Talk	NRM	-	-	10	-		Protects oneself by using moves randomly, if you have Sleep condition
Sludge	PSN	65	100	20	1		Has 30% chance of causing Poison
Sludge Bomb (TM 36)	PSN	90	100	10	1		Has 30% chance of causing Poison
Smellingsalt	NRM	60	100	10	1	=	Inflicts double damage on foes with Paralyze; then cures foe of Paralyze
Smog	PSN	20	70	20	1		Has 40% chance of causing Poison
Smokescreen	NRM	-	100	20	1		Lowers foe's Accuracy 1 level
Snatch (TM 49)	DRK	-	100	10	-		Steals and uses special effect (if any) from foe's move
Snore	NRM	40	100	15	1		Damages foe and has 30% chance of causing Flinch, if you have Sleep condition
Softboiled	NRM	-	100	10	S		Restores 1/2 of Pokémon's maximum HP
Solarbeam (TM 22)	GRS	120	100	10	1		Preps attack on 1st then attempts strike on 2nd; no wait if sunny weather; less powerful in rain
Sonicboom	NRM	-	90	20	1		Causes 20 pts. of damage regardless of other battle factors
Spark	ELC	65	100	20	1	=	Has 30% chance of causing Paralyze
Spider Web	BUG	-	100	10	1		Prevents foe from switching out during battle
Spike Cannon	NRM	20	100	15	1		Attacks 2-5 times per turn
Spikes	GRD	-	-	20	2		Damages foe that switches in; effect persists until battle is over; use again to increase damage
Spit Up	NRM	100	100	10	1		Inflicts damage by amount fueled by Stockpile power
Spite	GHO	-	100	10	1		Lowers PP of foe's last move 2 to 5 pts.
Splash	NRM	-	-	40	S		Inflicts no damage and has no effect
Spore	GRS	-	100	15	1		Causes Sleep condition
Steel Wing (TM 47)	STL	70	90	25	1	=	Has 10% chance of raising Defense 1 level
Stockpile	NRM	-	-	10	S		Stores power used to fuel Spit Up and Swallow; can use move 3 times
Stomp	NRM	65	100	20	1	=	Has 30% chance of causing Flinch

CONTEST MOVES CONTINUED...

MOVE	TYPE	AP	JP	TD	EFFECT
Revenge	Tough	30	0	-	Causes your Pokémon to move last in next round
Reversal	Cool	20	0	-	Earns triple pts. if your Pokémon moves last
Roar (TM 05)	Cool	30	0	-	Randomizes order that all Pokémon move next round
Rock Blast	Tough	20	0	-	Earns triple pts. if last foe's move was same type as yours
Rock Slide	Tough	10	30	C	Removes pts. from all preceding Pokémon
Rock Smash (HM 06)	Tough	10	0	-	Earns 30 pts. times number of stars
Rock Throw	Tough	20	0	-	Earns triple pts. if last foe's move was same type as yours
Rock Tomb (TM 39)	Smart	30	0	-	Stops crowd from growing excited for rest of round
Role Play	Cute	10	0	-	Earns 50% as many pts. as last foe's move
Rolling Kick	Cool	10	30	C	Removes pts. from all preceding Pokémon
Rollout	Tough	30	0	-	Stops crowd from growing excited for rest of round
Sacred Fire	Beauty	40	0	-	No extra effect beyond earning Appeal pts.
Safeguard (TM 20)	Beauty	10	0	-	Can't be disturbed for rest of round
Sand Tomb	Smart	30	0	-	Stops crowd from growing excited for rest of round
Sand-Attack	Cute	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Sandstorm (TM 37)	Tough	30	0	-	Randomizes order that all Pokémon move next round
Scary Face	Tough	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Scratch	Tough	40	0	-	No extra effect beyond earning Appeal pts.
Screech	Smart	10	30	C	Removes pts. from all preceding Pokémon
Secret Power (TM 43)	Smart	10	0	-	Earns 30 pts. times number of stars
Seismic Toss	Tough	20	10	D	Removes extra 30 pts. from foes that used same move type as you
Selfdestruct	Beauty	80	0	-	Can't make move in any future round
Shadow Ball (TM 30)	Smart	30	0	D	Removes judge's attention from Pokémon that have it
Shadow Punch	Smart	20	0	-	Earns triple pts. if your Pokémon moves first
Sharpen	Cute	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Sheer Cold	Beauty	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts.
Shock Wave (TM 34)	Cool	20	0	-	Earns triple pts. if your Pokémon moves first
Signal Beam	Beauty	30	0	-	Randomizes order that all Pokémon move next round
Silver Wind	Beauty	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Sing	Cute	20	0	B	May make all Pokémon after yours nervous
Sketch	Smart	10	0	-	Earns same number of pts. as last foe's move
Skill Swap (TM 48)	Smart	10	0	-	Earns 50% as many pts. as last foe's move
Skull Bash	Tough	10	40	A	Removes pts. from foe that moved last
Sky Attack	Cool	30	0	-	Earns double pts. if pts. from last foe's move < 30; earn zero if > 30
Sky Uppercut	Cool	20	10	D	Removes extra 30 pts. from foes that used same move type as you
Slack Off	Cute	10	0	-	Earns pts. for Pokémon's move order (1st: 10, 2nd: 20, 3rd: 40, 4th: 60)
Slam	Tough	20	10	D	Removes extra 30 pts. from foes that used same move type as you
Slash	Cool	30	0	-	Earns double pts. if pts. from last foe's move < 30; earn zero if > 30
Sleep Powder	Smart	10	30	C	Removes pts. from all preceding Pokémon
Sleep Talk	Cute	30	0	-	Using the move twice in a row doesn't penalize your Pokémon
Sludge	Tough	10	40	A	Removes pts. from foe that moved last
Sludge Bomb (TM 36)	Tough	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Smellingsalt	Smart	20	30	A	Removes pts. from foe that moved last
Smog	Tough	10	30	C	Removes pts. from all preceding Pokémon
Smokescreen	Smart	30	0	D	Removes judge's attention from Pokémon that have it
Snatch (TM 49)	Smart	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts.
Snore	Cute	40	0	-	No extra effect beyond earning Appeal pts.
Softboiled	Beauty	40	0	-	No extra effect beyond earning Appeal pts.
Solarbeam (TM 22)	Cool	40	0	-	No extra effect beyond earning Appeal pts.
Sonicboom	Cool	20	0	-	Earns triple pts. if last foe's move was same type as yours
Spark	Cool	10	40	A	Removes pts. from foe that moved last
Spider Web	Smart	20	0	B	May make all Pokémon after yours nervous
Spike Cannon	Cool	20	10	D	Removes extra 40 pts. from all Pokémon that have judge's attention
Spikes	Smart	20	0	B	May make all Pokémon after yours nervous
Spit Up	Tough	40	0	-	No extra effect beyond earning Appeal pts.
Spite	Tough	10	0	-	Earns pts. for Pokémon's move order (1st: 10, 2nd: 20, 3rd: 40, 4th: 60)
Splash	Cute	20	0	-	Earns triple pts. if your Pokémon moves last
Spore	Beauty	10	30	C	Removes pts. from all preceding Pokémon
Steel Wing (TM 47)	Cool	20	0	-	Earns triple pts. if last foe's move was same type as yours
Stockpile	Tough	20	0	-	Won't be disturbed by next disturbance
Stomp	Tough	10	40	A	Removes pts. from foe that moved last

BATTLE MOVES CONTINUED...

MOVE	TYPE	BA	AC	PP	2-ON-2	DA	EFFECT
Strength (HM 04)	NRM	80	100	15	1	=	No extra effect beyond damaging foe; shoves boulders in overworld
String Shot	BUG	-	95	40	2		Lowers foe's Speed 1 level
Struggle	NRM	50	100	1	1	=	Damages foe but inflicts you with 1/4 damage; move opens to all that lose all PP for all moves
Stun Spore	GRS	-	75	30	1		Causes Paralyze condition
Submission	FTG	80	80	25	1	=	Damages foe but inflicts you with 1/4 damage
Substitute	NRM	-	-	10	S		Creates a battle decoy from 1/4 of your maximum HP
Sunny Day (TM11)	FIRE	-	-	5	S		Changes weather to sunny for 5 turns, which raises power of Fire-type moves
Super Fang	NRM	-	90	10	1	=	Slashes opponent's HP to half of its current total
Superpower	FTG	120	100	5	1	=	Inflicts a massive amount of damage but lowers your Attack and Defense 1 level
Supersonic	NRM	-	55	20	1		Causes foe to have Confuse status
Surf (HM 03)	WTR	95	100	15	2		No extra effect beyond damaging foe; allows travel across water
Swagger	NRM	-	90	15	1		Causes foe to have Confuse status and causes it to hurt itself worse by raising its Attack 2 levels
Swallow	NRM	-	-	10	S		Restores HP by amount fueled by Stockpile power
Sweet Kiss	NRM	-	75	10	1		Causes foe to have Confuse status
Sweet Scent	NRM	-	100	20	2		Lowers foe's Evasiveness 1 level; draws wild Pokémon into the open in overworld
Swift	NRM	60	-	20	2		Will always strike foe successfully
Swords Dance	NRM	-	-	30	S		Raises Attack 2 levels
Synthesis	GRS	-	-	5	S		Restores HP based on weather (sunny=2/3; normal=1/2; rain, sandstorm or hail=1/4)
Tackle	NRM	35	95	35	1	=	No extra effect beyond damaging foe
Tail Glow	BUG	-	100	20	S		Raises Sp. Attack 2 level
Tail Whip	NRM	-	100	30	2		Lowers foe's Defense 1 level
Take Down	NRM	90	85	20	1	=	Damages foe but inflicts you with 1/4 damage
Taunt (TM 12)	DRK	-	100	20	1		Forces foe to use attack (not defensive) moves for current and next turn
Teeter Dance	NRM	-	100	20	3		Causes all Pokémon on field except you to have Confuse status
Teleport	PSY	-	-	20	S		Ends battle with wild Pokémon; teleports you to last visited Pokémon Center in overworld
Thief (TM 46)	DRK	40	100	10	1	=	Takes a foe's held item (if any)
Thrash	NRM	90	100	20	R	=	Repeats 2-3 turns; you'll get a Confuse status when attacks are completed
Thunder (TM 25)	ELC	120	70	10	1		Has 100% AC in rainy weather and 50% AC in sunny; has 30% chance of causing Paralyze
Thunder Wave	ELC	-	100	20	1		Causes Paralyze condition
Thunderbolt (TM 24)	ELC	95	100	15	1		Has 10% chance of causing Paralyze
Thunderpunch	ELC	75	100	15	1	=	Has 10% chance of causing Paralyze
Thundershock	ELC	40	100	30	1		Has 10% chance of causing Paralyze
Tickle	NRM	-	100	20	1	=	Lowers foe's Attack and Defense 1 level
Torment (TM 41)	DRK	-	100	15	1		Prevents foe from using the same move twice in a row
Toxic (TM 06)	PSN	-	85	10	1		Causes Poison condition; amount of poison damage increases each turn
Transform	NRM	-	-	10	1		Changes to same Pokémon as opponent with same attacks, all PP at 5
Tri Attack	NRM	80	100	10	1		Has 20% cause of causing one random condition: Freeze, Burn or Paralyze
Trick	PSY	-	100	10	1		Switches foe's held items with yours
Triple Kick	FTG	10	90	10	1	=	Attacks 3 times per turn, damage increases each time
Twineedle	BUG	25	100	20	1		Attacks 2 times per turn, has 20% chance of causing Poison
Twister	DRG	40	100	20	2		Has 20% chance of causing Flinch; inflicts double damage if foe is using Fly
Uproar	NRM	50	100	10	R		Repeats 2 to 5 turns; no Pokémon can inflict a Sleep condition during the uproar
Vicegrip	NRM	55	100	30	1	=	No extra effect beyond damaging foe
Vine Whip	GRS	35	100	10	1	=	No extra effect beyond damaging foe
Vital Throw	FTG	70	100	10	1	=	Causes you to strike 2nd but move will always strike foe successfully
Volt Tackle	ELC	120	100	15	1	=	Self-inflicts 1/3 of the damage
Water Gun	WTR	40	100	25	1		No extra effect beyond damaging foe
Water Pulse (TM 03)	WTR	60	100	20	1		Has 20% chance of causing Confuse
Water Sport	WTR	-	100	15	S		Lowers power of all Fire-type attacks while Pokémon is on field
Water Spout	WTR	150	100	5	2		Inflicts less damage if your HP is weaker
Waterfall (HM 07)	WTR	80	100	15	1	=	No extra effect beyond damaging foe; enables you to climb waterfalls
Weather Ball	NRM	50	100	10	1		Doubles damage for move types in specific weather (sunny=Fire; rain=Water; sandstorm=Rock)
Whirlpool	WTR	15	70	15	1		Damages foe for 2-5 turns; foe can't escape until completed
Whirlwind	NRM	-	100	20	1		Ends battle with wild Pokémon; forces random foe switch in Trainer battle
Will-O-Wisp	FIRE	-	75	15	1		Causes Burn condition
Wing Attack	FLY	60	100	35	1	=	No extra effect beyond damaging foe
Wish	NRM	-	100	10	S		Restores half of max HP on next turn; effect transfers if you switch Pokémon for next turn
Withdraw	WTR	-	-	40	S		Raises Defense 1 level
Wrap	NRM	15	85	20	1	=	Damages foe for 2-5 turns; foe can't escape until completed
Yawn	NRM	-	100	10	1		Causes foe to get Sleep condition on next turn
Zap Cannon	ELC	100	50	5	1		Causes foe to have Paralyze status

CONTEST MOVES CONTINUED...

MOVE	TYPE	AP	JP	TD	EFFECT
Strength (HM 04)	Tough	20	10	D	Removes extra 30 pts. from foes that used same move type as you
String Shot	Smart	20	30	A	Removes pts. from foe that moved last
Struggle	-	-	-	-	(Struggle is not available in contest)
Stun Spore	Smart	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts.
Submission	Cool	60	0	-	Loses double points when startled in future rounds
Substitute	Smart	20	0	-	Won't be disturbed by next disturbance
Sunny Day (TM 11)	Beauty	10	0	-	Earns pts. from crowd excitement (0=10, 1=20, 3=30, 4=60)
Super Fang	Tough	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts.
Superpower	Tough	60	0	-	Loses double points when startled in future rounds
Supersonic	Smart	30	0	-	Randomizes order that all Pokémon move next round
Surf (HM 03)	Beauty	30	0	-	Earns double pts. if pts. from last foe's move < 30; earn zero if > 30
Swagger	Cute	20	0	-	Earns triple pts. if your Pokémon moves first
Swallow	Tough	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Sweet Kiss	Cute	20	0	B	May make all Pokémon after yours nervous
Sweet Scent	Cute	10	30	C	Removes pts. from all preceding Pokémon
Swift	Cool	20	0	-	Earns triple pts. if your Pokémon moves first
Swords Dance	Beauty	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Synthesis	Smart	10	0	-	Earns random pts. (10, 20, 40, 60 or 80)
Tackle	Tough	40	0	-	No extra effect beyond earning Appeal pts.
Tail Glow	Beauty	10	0	-	Gives 1 star; adds 10 pts. times number of stars; nervousness 10% less likely
Tail Whip	Cute	20	0	-	Earns triple pts. if your Pokémon moves last
Take Down	Tough	60	0	-	Loses double points when startled in future rounds
Taunt (TM 12)	Smart	20	0	B	May make all Pokémon after yours nervous
Teeter Dance	Cute	40	40	C	Removes pts. from all preceding Pokémon but can't make move in next round
Teleport	Cool	10	0	-	Can't be disturbed for rest of round
Thief (TM 46)	Tough	10	0	-	Earns 50% as many pts. as last foe's move
Thrash	Tough	40	40	C	Removes pts. from all preceding Pokémon but can't make move in next round
Thunder (TM 25)	Cool	20	20	C	Removes pts. from all preceding Pokémon
Thunder Wave	Cool	20	10	C	Removes 50% of pts. from all Pokémon that already earned pts.
Thunderbolt (TM 24)	Cool	40	0	-	No extra effect beyond earning Appeal pts.
Thunderpunch	Cool	40	0	-	No extra effect beyond earning Appeal pts.
Thundershock	Cool	20	0	-	No extra effect beyond earning Appeal pts.
Tickle	Cute	30	0	D	Removes 1 star from Pokémon that have already made moves
Torment (TM 41)	Tough	20	0	B	May make all Pokémon after yours nervous
Toxic (TM 06)	Smart	30	0	D	Removes 1 star from Pokémon that have already made moves
Transform	Smart	30	0	-	Using the move twice in a row doesn't penalize your Pokémon
Tri Attack	Beauty	20	20	C	Removes pts. from all preceding Pokémon
Trick	Smart	20	0	-	Earns triple pts. if last foe's move was same type as yours
Triple Kick	Cool	40	0	-	No extra effect beyond earning Appeal pts.
Twineedle	Cool	20	30	A	Removes pts. from foe that moved last
Twister	Cool	30	0	-	Randomizes order that all Pokémon move next round
Uproar	Cute	30	0	-	Randomizes order that all Pokémon move next round
Vicegrip	Tough	40	0	-	No extra effect beyond earning Appeal pts.
Vine Whip	Cool	40	0	-	No extra effect beyond earning Appeal pts.
Vital Throw	Cool	30	0	-	Causes your Pokémon to move last in next round
Volt Tackle	Cool	60	0	-	Loses double points when startled in future rounds
Water Gun	Cute	40	0	-	No extra effect beyond earning Appeal pts.
Water Pulse (TM 03)	Beauty	30	0	-	Randomizes order that all Pokémon move next round
Water Sport	Cute	40	0	-	No extra effect beyond earning Appeal pts.
Water Spout	Beauty	10	0	-	Earns pts. for Pokémon's move order (1st: 10, 2nd: 20, 3rd: 40, 4th: 60)
Waterfall (HM 07)	Tough	20	0	-	Earns triple pts. if your Pokémon moves last
Weather Ball	Smart	40	0	-	No extra effect beyond earning Appeal pts.
Whirlpool	Beauty	30	0	-	Stops crowd from growing excited for rest of round
Whirlwind	Smart	30	0	-	Randomizes order that all Pokémon move next round
Will-O-Wisp	Beauty	10	40	A	Removes pts. from foe that moved last
Wing Attack	Cool	20	0	-	Earns triple pts. if last foe's move was same type as yours
Wish	Cute	30	0	-	Stops crowd from growing excited for rest of round
Withdraw	Cute	10	0	-	Can't be disturbed for rest of round
Wrap	Tough	30	0	-	Stops crowd from growing excited for rest of round
Yawn	Cute	20	0	B	May make all Pokémon after yours nervous
Zap Cannon	Cool	40	0	-	No extra effect beyond earning Appeal pts.

CONTEST MOVE COMBOS

In Pokémon Contests, you can score a high combo bonus by following a specific move in one round with a specific move in the next round. All moves that start a combo are noted below, followed by all next-turn moves that complete the combo.

BELLY DRUM
- Rest

BONE CLUB
- Bone Rush
- Bonemerang

BONE RUSH
- Bone Club
- Bonemerang

BONEMERANG
- Bone Club
- Bone Rush

CALM MIND
- Confusion
- Dream Eater
- Future Sight
- Light Screen
- Luster Purge
- Meditate
- Mist Ball
- Psybeam
- Psychic
- Psycho Boost
- Psywave
- Reflect

CHARGE
- Shockwave
- Spark
- Thunder
- Thunder Wave
- Thnderbolt
- Thunderpunch
- Thundershock
- Volt Tackle

CHARM
- Flatter
- Growl
- Rest
- Sweet Kiss
- Tail Whip

CONFUSION
- Future Sight
- Kinesis
- Psychic
- Teleport

CURSE
- Destiny Bond
- Grudge
- Mean Look
- Spite

DEFENSE CURL
- Rollout
- Tackle

DIVE
- Surf

DOUBLE TEAM
- Agility
- Quick Attack
- Teleport

DRAGON DANCE
- Dragon Claw
- Dragon Rage
- Dragonbreath

DRAGON RAGE
- Dragonbreath
- Dragon Claw
- Dragon Dance

DRAGONBREATH
- Dragon Rage
- Dragon Claw
- Dragon Dance

EARTHQUAKE
- Eruption
- Fissure

ENDURE
- Destiny Bond
- Endeavor
- Eruption
- Flail
- Pain Split
- Reversal

FAKE OUT
- Arm Thrust
- Faint Attack
- Knock Off
- Seismic Toss
- Vital Throw

FIRE PUNCH
- Ice Punch
- Thunderpunch

FOCUS ENERGY
- Arm Thrust
- Bone Rush
- Brick Break
- Cross Chop
- Double-Edge
- Dynamicpunch
- Focus Punch
- Headbutt
- Karate Chop
- Mega Kick
- Mega Punch
- Sky Uppercut
- Take Down
- Triple Kick

GROWTH
- Absorb
- Bullet Seed
- Frenzy Plant
- Giga Drain
- Magical Leaf
- Mega Drain
- Petal Dance
- Razor Leaf
- Solarbeam
- Vine Whip

HAIL
- Blizzard
- Powder Snow
- Weather Ball

HARDEN
- Double-Edge
- Protect
- Rollout
- Tackle
- Take Down

HORN ATTACK
- Fury Attack
- Horn Drill

HYPNOSIS
- Dream Eater
- Nightmare

ICE PUNCH
- Fire Punch
- Thunderpunch

KINESIS
- Confusion
- Future Sight
- Psychic
- Teleport

LEER
- Bite
- Faint Attack
- Glare
- Horn Attack
- Scary Face
- Scratch
- Stomp
- Tackle

LOCK-ON
- Octazooka
- Superpower
- Thunder
- Tri-Attack
- Zap Cannon

MEAN LOOK
- Destiny Bond
- Perish Song

METAL SOUND
- Metal Claw

MIND READER
- Dynamicpunch
- Hi Jump Kick
- Jump Kick
- Mega Kick
- Mega Punch
- Submission
- Superpower

MUD SPORT
- Mud-Slap
- Water Gun
- Water Sport

MUD-SLAP
- Mud Sport
- Sand-Attack

PECK
- Drill Peck
- Fury Attack

POUND
- Doubleslap
- Faint Attack
- Slam

POWDER SNOW
- Blizzard

PSYCHIC
- Confusion
- Future Sight
- Kinesis
- Teleport

RAGE
- Leer
- Scary Face
- Thrash

RAIN DANCE
- Bubble
- Bubblebeam
- Clamp
- Crabhammer
- Dive
- Hydro Cannon
- Hydro Pump
- Muddy Water
- Octazooka
- Surf
- Thunder
- Water Gun
- Water Pulse
- Water Sport
- Water Spout
- Waterfall
- Weather ball
- Whirlpool
- Withdraw

REST
- Sleep Talk
- Snore

ROCK THROW
- Rock Slide
- Rock Tomb

SAND-ATTACK
- Mud-Slap

SANDSTORM
- Mud-Slap
- Sand Tomb
- Sand-Attack
- Weather Ball

SCARY FACE
- Bite
- Crunch
- Leer
- Super Fang

SCRATCH
- Fury Swipes
- Slash

SING
- Perish Song
- Refresh

SLUDGE
- Sludge Bomb

SLUDGE BOMB
- Sludge

SMOG
- Smokescreen

SOFTBOILED
- Egg Bomb

STOCKPILE
- Spit Up
- Swallow

STRING SHOT
- Spider Web

SUNNY DAY
- Blast Burn
- Blaze Kick
- Ember
- Eruption
- Fire Blast
- Fire Punch
- Fire Spin
- Flamethrower
- Flame Wheel
- Heat Wave
- Moonlight
- Morning Sun
- Overheat
- Sacred Fire
- Solarbeam
- Synthesis
- Weather Ball
- Will-O-Wisp

SURF
- Dive

SWEET SCENT
- Poison Powder
- Sleep Powder
- Stun Spore

SWORDS DANCE
- Crabhammer
- Crush Claw
- Cut
- False Swipe
- Fury Cutter
- Slash

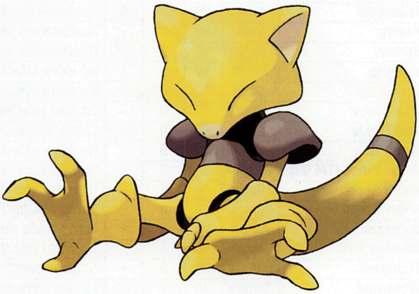
TAUNT
- Counter
- Detect
- Mirror Coat

THUNDERPUNCH
- Fire Punch
- Ice Punch

VICEGRIP
- Bind
- Guillotine

WATER SPORT
- Mud Sport
- Refresh
- Water Gun

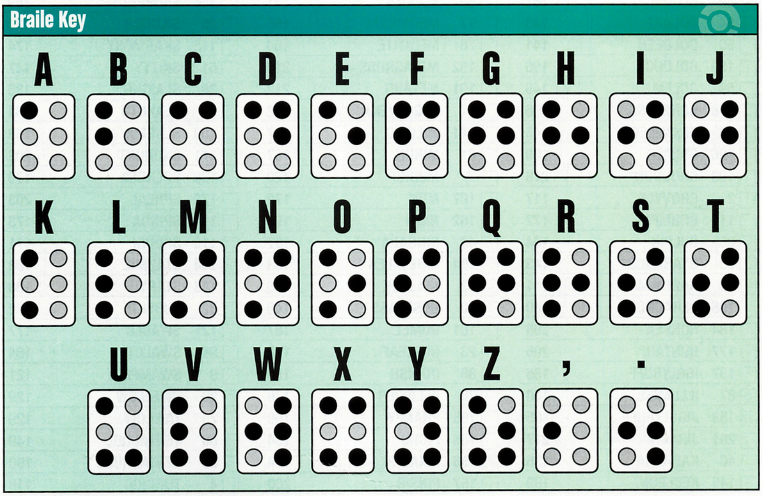
YAWN
- Rest
- Slack Off

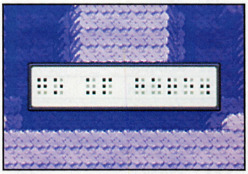


TRANSLATING HIDDEN MESSAGES

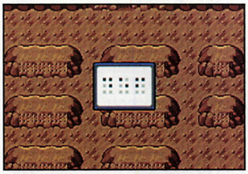
On your travels across Hoenn, you'll encounter engravings in Visual Braille. In the Island Cave (see page 40), Desert Ruins (see page 52), Ancient Tomb (see page 66) and Sealed Chamber (see page 93), you'll find a partial key for reading the text, but you'll need the key below to translate the hidden messages in full.

Braile Key

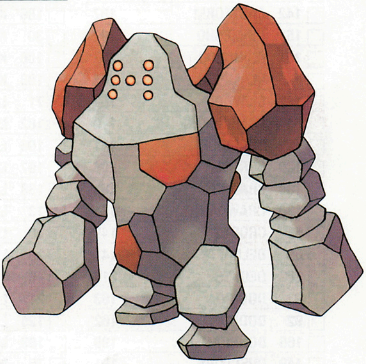


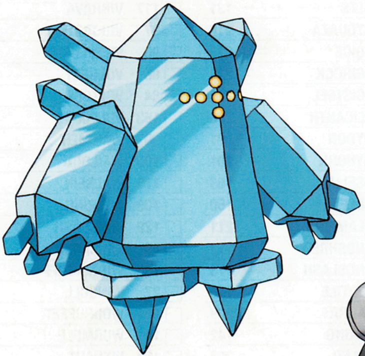


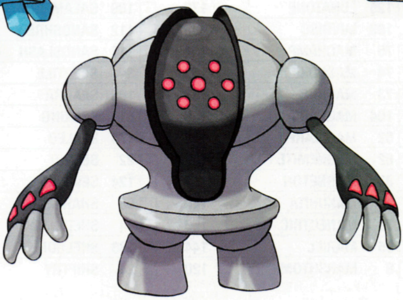
When you encounter your first engraving, you might have trouble understanding it.



The Sealed Chamber shows every single character but doesn't directly translate them.







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Use this index to help locate Pokémon in the Pokédex section of the guide. Also use the box next to them to check them off once you have caught them.

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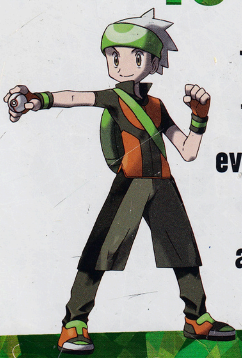

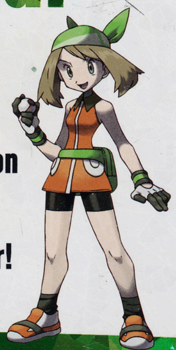

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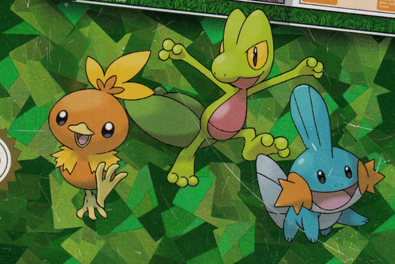

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